

USER'S MANUAL

NEC

μ PD17134A SUBSERIES
4-BIT SINGLE-CHIP MICROCONTROLLER

μ PD17134A
 μ PD17135A
 μ PD17136A
 μ PD17137A
 μ PD17P136A
 μ PD17P137A

NOTES FOR CMOS DEVICES

① PRECAUTION AGAINST ESD FOR SEMICONDUCTORS

Note:

Strong electric field, when exposed to a MOS device, can cause destruction of the gate oxide and ultimately degrade the device operation. Steps must be taken to stop generation of static electricity as much as possible, and quickly dissipate it once, when it has occurred. Environmental control must be adequate. When it is dry, humidifier should be used. It is recommended to avoid using insulators that easily build static electricity. Semiconductor devices must be stored and transported in an anti-static container, static shielding bag or conductive material. All test and measurement tools including work bench and floor should be grounded. The operator should be grounded using wrist strap. Semiconductor devices must not be touched with bare hands. Similar precautions need to be taken for PW boards with semiconductor devices on it.

② HANDLING OF UNUSED INPUT PINS FOR CMOS

Note:

No connection for CMOS device inputs can be cause of malfunction. If no connection is provided to the input pins, it is possible that an internal input level may be generated due to noise, etc., hence causing malfunction. CMOS devices behave differently than Bipolar or NMOS devices. Input levels of CMOS devices must be fixed high or low by using a pull-up or pull-down circuitry. Each unused pin should be connected to V_{DD} or GND with a resistor, if it is considered to have a possibility of being an output pin. All handling related to the unused pins must be judged device by device and related specifications governing the devices.

③ STATUS BEFORE INITIALIZATION OF MOS DEVICES

Note:

Power-on does not necessarily define initial status of MOS device. Production process of MOS does not define the initial operation status of the device. Immediately after the power source is turned ON, the devices with reset function have not yet been initialized. Hence, power-on does not guarantee out-pin levels, I/O settings or contents of registers. Device is not initialized until the reset signal is received. Reset operation must be executed immediately after power-on for devices having reset function.

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- Device availability
- Ordering information
- Product release schedule
- Availability of related technical literature
- Development environment specifications (for example, specifications for third-party tools and components, host computers, power plugs, AC supply voltages, and so forth)
- Network requirements

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Anti-radioactive design is not implemented in this product.

Major Revisions in This Edition

Page	Description
Throughout	Change of name μ PD1713XA to μ PD17134A subseries
p. 5	Correction of (2) Program memory write/verify mode in 1.4 PIN CONFIGURATION
p. 18	Change of Figure 3-2 Value of Program Counter after Instruction Partial correction of 3.2.2 On Execution of Branch Instruction (BR)
p. 19	Partial correction of 3.2.3 On During Execution of Subroutine Call
p. 23	Change of CHAPTER 4 PROGRAM MEMORY (ROM)
p. 31	Partial correction of Figure 5-1 Data Memory Configuration
p. 35	Change of CHAPTER 6 STACK
p. 43	Partial correction of 7.2.2 Address Register Functions
p. 47	Change of 7.5 INDEX REGISTER (IX) AND DATA MEMORY ROW ADDRESS POINTER (MEMORY POINTER: MP)
p. 58	Partial change of 7.6.2 Functions of General Register Pointer
p. 59	Partial change of 7.7.1 Program Status Word Configuration
p. 61	Change of 7.7.4 Zero Flag (Z) and Compare Flag (CMP)
p. 61	Partial correction of 7.7.5 Carry Flag (CY)
p. 71	Partial correction of 9.2.3 Register File Manipulation Instructions
p. 111	Change of CHAPTER 13 PERIPHERAL HARDWARE
p. 149	Change of CHAPTER 14 INTERRUPT FUNCTIONS
p. 169	Change of CHAPTER 16 STANDBY FUNCTION
p. 179	Change of CHAPTER 17 RESET
p. 190	Partial change of Table 18-2 Differences between Mask ROM Version and One-Time PROM Version
p. 194	Partial change of 19.3 LIST OF THE INSTRUCTION SET
p. 198	Partial change of 19.5 INSTRUCTIONS
p. 255	Change of CHAPTER 20 ASSEMBLER RESERVED WORDS
p. 257	Partial change of 20.2 RESERVED SYMBOLS
p. 261	Addition of APPENDIX A DEVELOPMENT OF μPD171$\times$$\times$ SUBSERIES
p. 263	Addition of APPENDIX B COMPARISON OF FUNCTIONS BETWEEN μPD17135A, 17137A, AND μPD17145 SUBSERIES
p. 267	Addition of APPENDIX D NOTES ON CONFIGURATION OF SYSTEM CLOCK OSCILLATION CIRCUIT

The mark ★ shows major revisions made in this edition.

PREFACE

- Target** : This manual is intended for user engineers who understand the functions of each product in the μ PD17134A subseries and try to design application systems using the μ PD17134A subseries.
- Purpose** : The purpose of this manual is for the user to understand the hardware functions of the μ PD17134A subseries.
- Use** : The manual assumes that the reader has a general knowledge of electricity, logic circuits, microcomputers.
- **To understand the functions of the μ PD17134A subseries in a general way;**
→ Read the manual from **CONTENTS**.
 - **To look up instruction functions in detail when you know the mnemonic of an instruction;**
→ Use **APPENDIX E INSTRUCTION LIST**.
 - **To look up an instruction when you do not know its mnemonic but know outlines of the function;**
→ Refer to **19.3 LIST OF THE INSTRUCTION SET** for search for the mnemonic of the instruction, then see **19.5 INSTRUCTIONS** for the functions.
 - **To learn the electrical specifications of the μ PD17134A subseries**
→ Refer to the Data Sheet available separately.
 - **To learn the application examples of the functions of the μ PD17134A subseries**
→ Refer to the Application Note available separately.
- Legend** : Data representation weight : High-order and low-order digits are indicated from left to right.
Active low representation : $\overline{\text{xxx}}$ (pin or signal name is overlined)
Memory map address : Top: low-order, bottom: high-order
- Note** : Explanation of ^{Note} in the text
Caution : Caution to which you should pay attention
Remark : Supplementary explanation to the text
- Number representation : Binary number ...xxxx or xxxxB
Decimal number ...xxxx
Hexadecimal number ...xxxxH

Related Documents : The following documents are provided for the μ PD17134A subseries.
The numbers listed in the table are the document numbers.

Product name Document name	μ PD17134A	μ PD17135A	μ PD17136A	μ PD17137A	μ PD17P136A	μ PD17P137A
	Brochure	IF-1166	IF-1169	IF-1166	IF-1169	IF-1168
Data sheet	U10591E	U10592E	U10591E	U10592E	IC-2871	IC-2872
User's manual	IEU-1369					
Application note	IEA-1297 (Introduction), IEA-1293 (Rice cooker, thermos bottle)					
IE-17K (Ver. 1.6) user's manual	EEU-1467					
IE-17K-ET (Ver. 1.6) user's manual	EEU-1466					
SE board user's manual	EEU-1379					
<i>SIMPLEHOST</i> TM user's manual	EEU-1336 (Introduction), EEU-1337 (Reference)					
AS17K assembler user's manual	EEU-1287					
Device file user's manual	U10777E					

Pin name and symbol name should be read according to the system clock type.

System clock Pin name, symbol name	RC oscillation (μ PD17134A μ PD17136A μ PD17P136A)	Ceramic oscillation (μ PD17135A μ PD17137A μ PD17P137A)
	Pin for system clock oscillation	OSC ₁ OSC ₀
System clock	f _{cc}	f _x

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[MEMO]

CHAPTER 1 GENERAL DESCRIPTION

The μ PD17134A subseries is a 4-bit single-chip microcontroller employing the 17K architecture and containing an 8-bit A/D converter (4 channels), a timer (3 channels), an AC zero cross detector, a power-on reset circuit, and a serial interface.

The μ PD17P136A and 17P137A are the one-time PROM version of the μ PD17136A and 17137A, respectively, and are suitable for program evaluation at system development and for small-scale production.

The following are features of the μ PD17134A subseries.

- 17K architecture: general-purpose register mode, instruction length: fixed to 16 bits
- Instruction execution time: $2 \mu\text{s}$ ($f_x = 8 \text{ MHz}$, ceramic oscillation)
 $8 \mu\text{s}$ ($f_{cc} = 2 \text{ MHz}$, RC oscillation)
- Program memory: μ PD17134A : 2K bytes (1024×16 bits)
 μ PD17135A : 2K bytes (1024×16 bits)
 μ PD17136A : 4K bytes (2048×16 bits)
 μ PD17137A : 4K bytes (2048×16 bits)
 μ PD17P136A : 4K bytes (2048×16 bits, one-time PROM)
 μ PD17P137A : 4K bytes (2048×16 bits, one-time PROM)
- Data memory (RAM): 112×4 bits
- A/D converter: 4 channels (8-bit resolution, successive approximation type)
- Timer: 3 channels (8-bit timer/counter \times 2 channels, basic interval timer^{Note})
- Serial interface: 1 channel (clocked 3-wire mode)
- Supply voltage: $V_{DD} = 4.5$ to 5.5 V ($f_x = 400 \text{ kHz}$ to 8 MHz)
 $V_{DD} = 2.7$ to 5.5 V ($f_x = 400 \text{ kHz}$ to 4 MHz)
 $V_{DD} = 2.7$ to 5.5 V ($f_{cc} = 400 \text{ kHz}$ to 2 MHz) for μ PD17134A and 17136A

Note An internal reset signal can be generated by using the basic interval timer (watchdog timer function).

These features of the μ PD17134A subseries are suitable for use as a controller or a slave device in the following application fields;

- Electronic thermos bottle
- Rice cooker
- Audio equipment
- Battery charger
- Printer
- Plain Paper Copier

★ 1.1 FUNCTION LIST

Item	μ PD17134A	μ PD17135A	μ PD17136A	μ PD17137A	μ PD17P136A	μ PD17P137A
ROM configuration	Mask ROM				One-time PROM	
ROM capacity	2KB (1024 X 16 bits)		4KB (2048 X 16 bits)			
RAM capacity	112 X 4 bits					
Stack	Address stack x 5, interrupt stack x 3					
Number of I/O port	22 { <ul style="list-style-type: none"> • I/O : 20 • Input only : 1 • Sensor input^{Note} : 1 					
A/D converter	8-bit resolution x 4 channels (shared with port pin), absolute precision ± 1.5 LSB or less					
Timer	3 channels { <ul style="list-style-type: none"> • 8-bit timer counter : 2 channels (16-bit timer 1 channel applicable) • 7-bit basic interval timer : 1 channel (watchdog timer applicable) 					
Serial interface	1 channel (3 wires)					
AC zero cross detection function	Provided (can be used in application circuit at $V_{DD} = 5 V \pm 10\%$)					
Interrupt	<ul style="list-style-type: none"> • Nesting by hardware (up to 3 levels) • External interrupts (INT) : 1 { <ul style="list-style-type: none"> Rising edge detection Falling edge detection Both rising and falling edges detection } Selectable • Internal interrupts : 1 { <ul style="list-style-type: none"> • Timer 0 (TM0) • Timer 1 (TM1) • Basic interval timer (BTM) • Serial interface (SIO) 					
System clock	RC oscillation	Ceramic oscillation	RC oscillation	Ceramic oscillation	RC oscillation	Ceramic oscillation
Instruction execution time	8 μ s at $f_x = 2$ MHz	2 μ s at $f_x = 8$ MHz	8 μ s at $f_x = 2$ MHz	2 μ s at $f_x = 8$ MHz	8 μ s at $f_x = 2$ MHz	2 μ s at $f_x = 8$ MHz
Standby	HALT, STOP					
Power-on/ power-down reset	Available (effective only for application circuit with $V_{DD} = 5 V \pm 10\%$, 400 kHz to 4 MHz)					
Supply voltage	$V_{DD} = 2.7$ to $5.5 V$ ($5 V \pm 10\%$ when using A/D converter)					
Package	28-pin plastic shrink DIP, 28-pin plastic SOP					

Note The INT pin can be used as an input pin (sense input) when the external interrupt function is not used. The sense input function is to read the status of the pin by using the INT flag of a control register, instead of a port register.

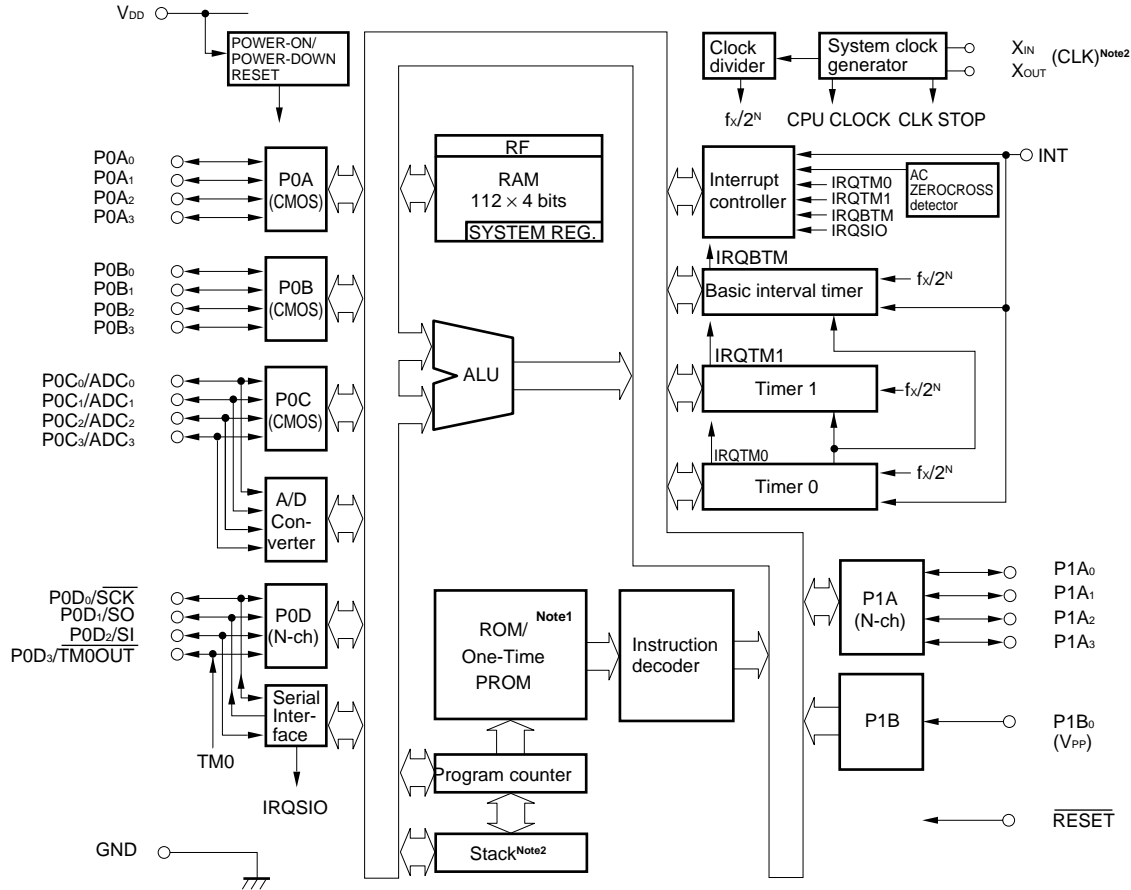
Caution The PROM model is highly compatible with the mask ROM model in terms of functions but its internal ROM circuit and electrical characteristics are partially different from those of the mask ROM model. To replace the PROM model with the mask ROM model, thoroughly evaluate the application by using a sample of the mask ROM model.

1.2 ORDERING INFORMATION

Part number	Package	Internal ROM
μ PD17134ACT-xxx	28-pin plastic shrink DIP (400 mil)	Mask ROM
μ PD17135ACT-xxx	28-pin plastic shrink DIP (400 mil)	Mask ROM
μ PD17136ACT-xxx	28-pin plastic shrink DIP (400 mil)	Mask ROM
μ PD17137ACT-xxx	28-pin plastic shrink DIP (400 mil)	Mask ROM
μ PD17P136ACT	28-pin plastic shrink DIP (400 mil)	One-time PROM
μ PD17P137ACT	28-pin plastic shrink DIP (400 mil)	One-time PROM
μ PD17134AGT-xxx	28-pin plastic SOP (375 mil)	Mask ROM
μ PD17135AGT-xxx	28-pin plastic SOP (375 mil)	Mask ROM
μ PD17136AGT-xxx	28-pin plastic SOP (375 mil)	Mask ROM
μ PD17137AGT-xxx	28-pin plastic SOP (375 mil)	Mask ROM
μ PD17P136AGT	28-pin plastic SOP (375 mil)	One-time PROM
μ PD17P137AGT	28-pin plastic SOP (375 mil)	One-time PROM

Remark xxx: ROM code number

1.3 BLOCK DIAGRAM



- Remarks 1.** The terms CMOS and N-ch in square brackets indicate the output form of the port.
 CMOS : CMOS push-pull output
 N-ch : N-channel open-drain output (Each pin can contain pull-up resistor bit-wise as specified using a mask option.)
- 2.** The devices in parentheses are effective only in the case of program memory write/verify mode of the μ PD17P136A and μ PD17P137A.

- Notes 1.** The ROM (or PROM) capacity of each product is as follows:
 1024 x 16 bits : μ PD17134A, 17135A
 2048 x 16 bits : μ PD17136A, 17137A, 17P136A, 17P137A
- 2.** The stack capacity of each product is as follows:
 5 x 10 bits : μ PD17134A, 17135A
 5 x 11 bits : μ PD17136A, 17137A

1.4 PIN CONFIGURATION (TOP VIEW)

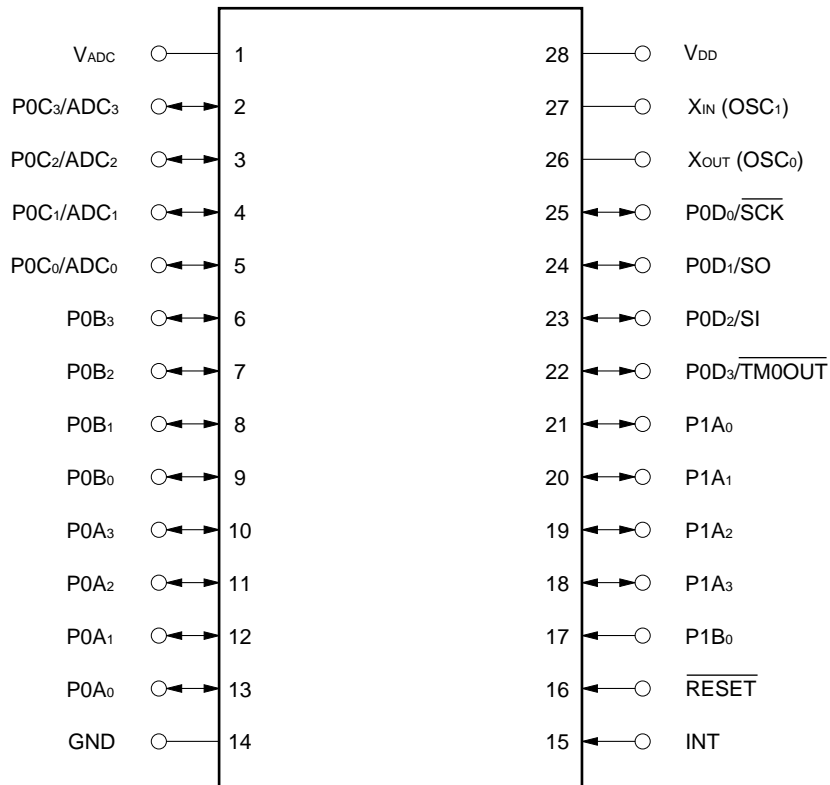
(1) Normal operating mode

28-pin plastic shrink DIP (400 mil)

μ PD17134ACT-xxx, μ PD17135ACT-xxx, μ PD17136ACT-xxx, μ PD17137ACT-xxx
 μ PD17P136ACT-xxx, μ PD17P137ACT-xxx

28-pin plastic SOP (375 mil)

μ PD17134AGT-xxx, μ PD17135AGT-xxx, μ PD17136AGT-xxx, μ PD17137AGT-xxx
 μ PD17P136AGT-xxx, μ PD17P137AGT-xxx



ADC₀ to ADC₃ : Analog input for the A/D converter
 GND : Ground
 INT : External interrupt input
 OSC₀, OSC₁ : System clock oscillation
 P0A₀ to P0A₃ : Port 0A
 P0B₀ to P0B₃ : Port 0B
 P0C₀ to P0C₃ : Port 0C
 P0D₀ to P0D₃ : Port 0D
 P1A₀ to P1A₃ : Port 1A

P1B₀ : Port 1B
 $\overline{\text{RESET}}$: Reset input
 $\overline{\text{SCK}}$: Serial clock input/output
 SI : Serial data input
 SO : Serial data output
 $\overline{\text{TM0OUT}}$: Timer 0 carry output
 V_{ADC} : Analog power supply
 V_{DD} : Power supply
 X_{IN}, X_{OUT} : System clock oscillation

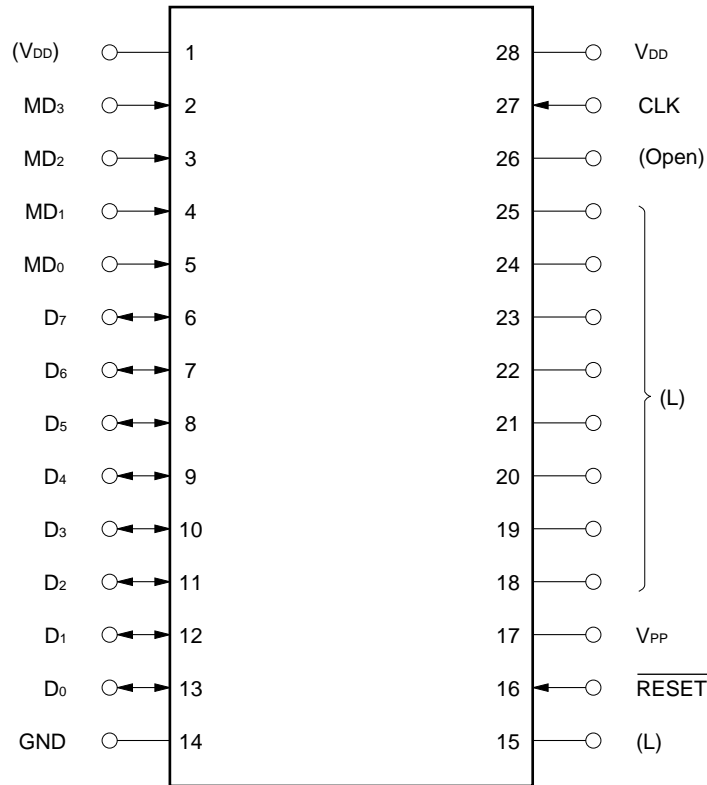
(2) Program memory write/verify mode

28-pin plastic shrink DIP (400 mil)

μ PD17P136ACT, 17P137ACT

28-pin plastic SOP (375 mil)

μ PD17P136AGT, 17P137AGT



Caution () represents processing of the pins which are not used in program memory write/verify mode.

L : Connect to GND via pull-down resistor one by one.

RESET : Set the same electric potential as V_{DD} in program memory write/verify mode.

RESET pin is also used for system reset input before setting program memory write/verify mode. Therefore, **RESET** pin should be set to the same electric potential as V_{DD} 10 μ s or later than that of V_{DD} pin (For details, refer to CHAPTER 18 ONE-TIME PROM WRITING/VERIFYING).

Open : Do not connect anything.

V_{DD} : Connect to V_{DD} directly.

★

CLK : Clock input for address updating
D₀-D₇ : Data input/output
GND : Ground
MD₀-MD₃ : Operation mode select
 $\overline{\text{RESET}}$: Reset input
V_{DD} : Power supply
V_{PP} : Program voltage application

[MEMO]

CHAPTER 2 PIN FUNCTIONS

2.1 PIN FUNCTIONS

Pin No.	Pin name	Function	Output	At reset
1	V _{ADC}	Supplies power and reference voltage for the A/D converter	—	—
2 5	P0C ₃ /ADC ₃ /MD ₃ ^{Note1} P0C ₀ /ADC ₀ /MD ₀ ^{Note1}	Constitute port 0C, serve as analog input pins of A/D converter, or select operating mode when program memory is written or verified. <ul style="list-style-type: none"> ● P0C₃ to P0C₀ <ul style="list-style-type: none"> • 4-bit input/output port • Input/output setting in 1-bit unit ● ADC₃ to ADC₀ <ul style="list-style-type: none"> • Analog input for the A/D converter ● MD₃ to MD₀ <ul style="list-style-type: none"> • Available for the μPD17P136A and μPD17P137A only • Selects operating mode at program memory writing/ verification 	CMOS push-pull	Input (P0C)
6 9	P0B ₃ /D ₇ ^{Note1} P0B ₀ /D ₄ ^{Note1}	Used as port 0B, or data input/output pins in program memory write/verify mode. <ul style="list-style-type: none"> ● P0B₃ to P0B₀ <ul style="list-style-type: none"> • 4-bit input/output port • Input/output setting in 4-bit unit • Software-selectable pull-up resistor ● D₇ to D₄ <ul style="list-style-type: none"> • Available for the μPD17P136A and μPD17P137A only • 8-bit data input/output at program memory writing/ verification 	CMOS push-pull	Input (P0B)
10 13	P0A ₃ /D ₃ ^{Note1} P0A ₀ /D ₀ ^{Note1}	Used as port 0A, or data input/output pin in program memory write/verify mode. <ul style="list-style-type: none"> ● P0A₃ to P0A₀ <ul style="list-style-type: none"> • 4-bit input/output port • Input/output setting in 4-bit unit • Software-selectable pull-up resistor ● D₃ to D₀ <ul style="list-style-type: none"> • Available for the μPD17P136A and μPD17P137A only • 8-bit data input/output at program memory writing/ verification 	CMOS push-pull	Input (P0A)
14	GND	Ground	—	—
15	INT	External interrupt request input or sensor signal input	—	Input
16	$\overline{\text{RESET}}$	System reset input pin A pull-up resistor can be internally connected by mask option ^{Note2}	—	Input

- Notes**
1. The MD₀-MD₃ and D₀-D₇ pins are valid with the μ PD17P136A and 17P137A only.
 2. The μ PD17P136A and 17P137A do not have a pull-up resistor connected by mask option.

CHAPTER 2 PIN FUNCTIONS

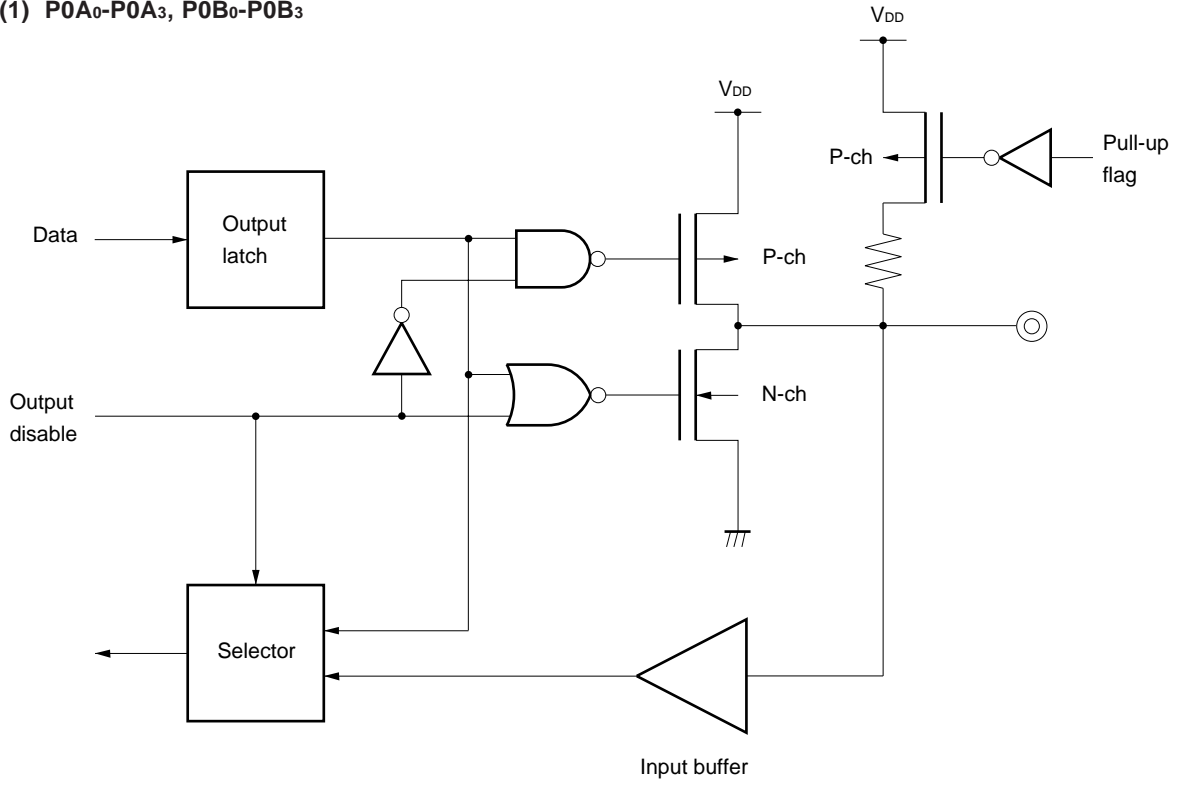
Pin No.	Pin name	Function	Output	At reset
17	P1B ₀ /V _{PP} ^{Note1}	Used as port 1B, or programming voltage supply pin in program memory write/verify mode. <ul style="list-style-type: none"> ● P1B₀ <ul style="list-style-type: none"> • 1-bit input port • A pull-up resistor can be internally connected by mask option ^{Note2} ● V_{PP} <ul style="list-style-type: none"> • Available for the μPD17P136A and μPD17P137A only • Applies programming voltage (+12.5 V) at program memory writing/verification 	Input	Input
18 21	P1A ₃ P1A ₀	Port 1A <ul style="list-style-type: none"> • 4-bit input/output port • Input/output setting in 4-bit unit • A pull-up resistor can be internally connected by mask option ^{Note2} 	N-ch open drain	Input
22 23 24 25	P0D ₃ /TM0OUT P0D ₂ /SI P0D ₁ /SO P0D ₀ /SCK	Used as port 0D, or timer 0 carry output, serial data input, serial data output, and serial clock input/output pins A pull-up resistor can be internally connected by mask option ^{Note2} <ul style="list-style-type: none"> ● P0D₃ to P0D₀ <ul style="list-style-type: none"> • 4-bit input/output port • Input/output setting in 1 bit unit ● TM0OUT <ul style="list-style-type: none"> • Timer 0 carry output ● SI <ul style="list-style-type: none"> • Serial data input ● SO <ul style="list-style-type: none"> • Serial data output ● SCK <ul style="list-style-type: none"> • Serial clock input/output 	N-ch open drain	Input
26 27	X _{OUT} X _{IN} /CLK ^{Note3}	In the case of the μPD17135A/17137A/17P137A <ul style="list-style-type: none"> ● X_{IN}, X_{OUT} <ul style="list-style-type: none"> • Connected to a resonator for system clock oscillation • The ceramic resonator is connected. ● CLK <ul style="list-style-type: none"> • Available for the μPD17P137A only • Clock input pin for address updating at program memory writing/verification 	—	—
26 27	OSC ₀ OSC ₁ /CLK ^{Note3}	In the case of the μPD17134A/17136A/17P136A <ul style="list-style-type: none"> ● OSC₀, OSC₁ <ul style="list-style-type: none"> • Connected to a resonator for system clock oscillation • Resistor is connected between OSC₀ and OSC₁. ● CLK <ul style="list-style-type: none"> • Available for the μPD17P136A only • Clock input pin for address updating at program memory writing/verification 	—	—
28	V _{DD}	Power supply In the program memory write/verify mode of the μPD17P136A/17P137A, +6 V is applied.	—	—

- Notes**
1. The V_{PP} pin is valid only with the μPD17P136A and 17P137A.
 2. The μPD17P136A and 17P137A do not have a pull-up resistor connected by mask option.
 3. The CLK pin is valid only with the μPD17P136A and 17P137A.

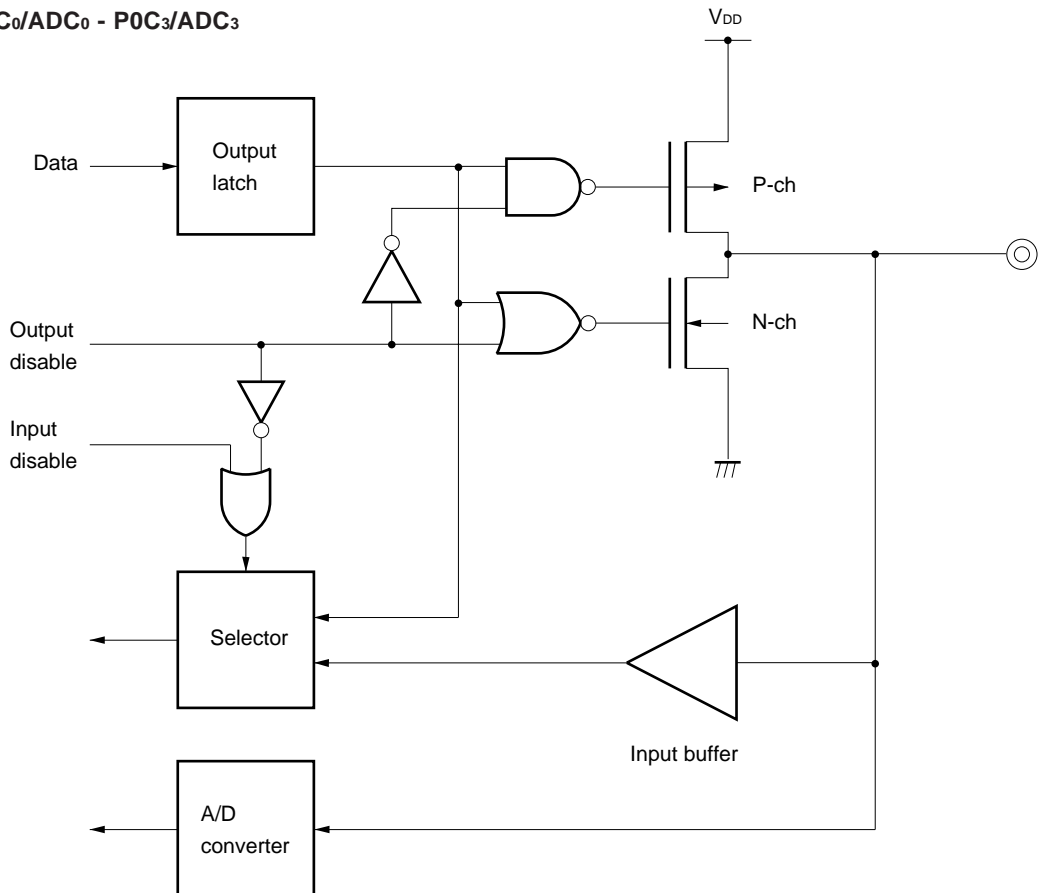
2.2 PIN INPUT/OUTPUT CIRCUIT

Below are simplified diagrams of the input/output circuits for each pin.

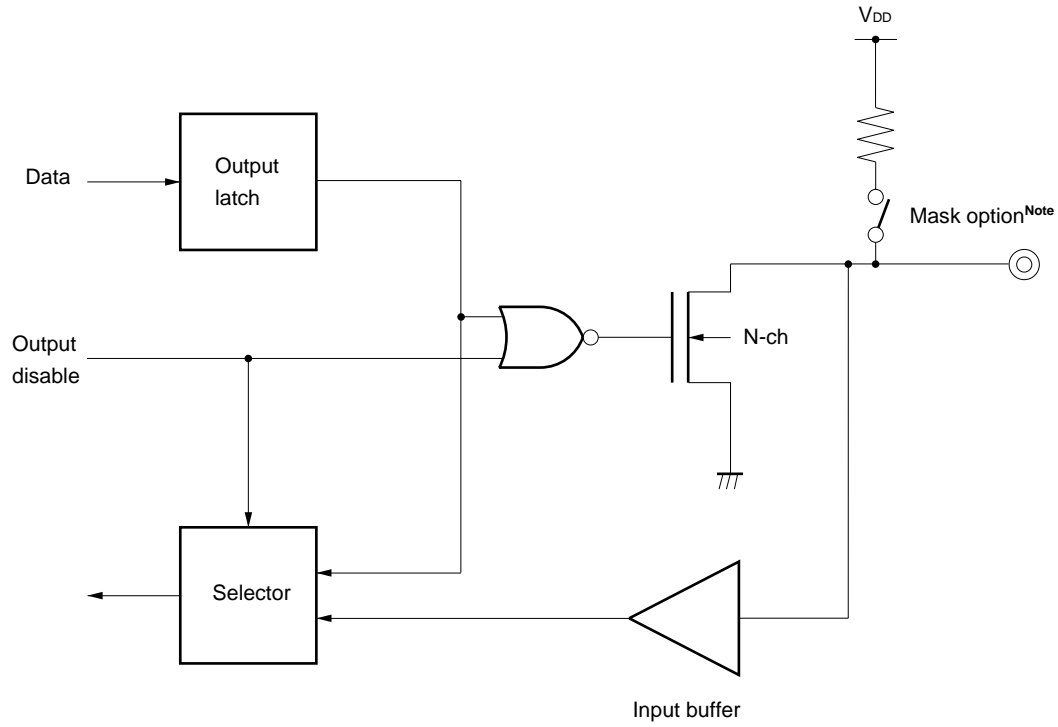
(1) P0A₀-P0A₃, P0B₀-P0B₃



(2) P0C₀/ADC₀ - P0C₃/ADC₃

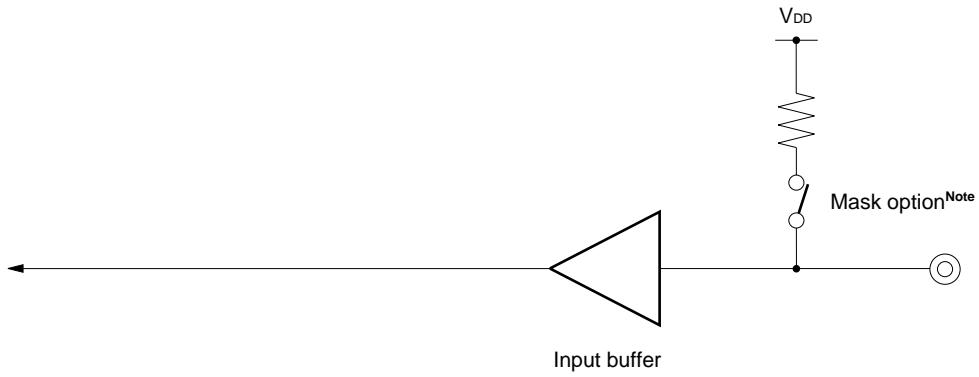


(3) P0D0-P0D3, P1A0-P1A3



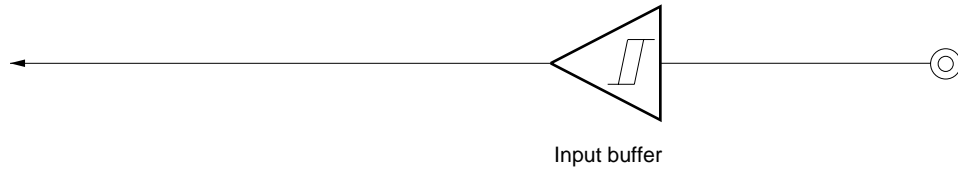
Note The μ PD17P136A and 17P137A do not have a pull-up resistor as mask option.

(4) P1B0

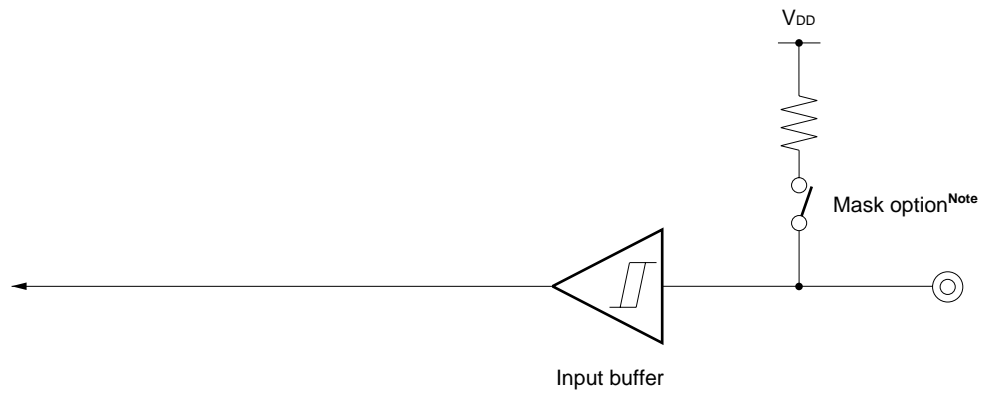


Note The μ PD17P136A and 17P137A do not have a pull-up resistor as mask option.

(5) INT



(6) $\overline{\text{RESET}}$



Note The μ PD17P136A and 17P137A do not have a pull-up resistor as mask option.

2.3 PROCESSING OF UNUSED PINS

The unused pins should be handled as follows:

★

Table 2-1. Processing of Unused Pins

Pin Name		Recommended Processing		
		Internal	External	
Port	Input mode	P0A, P0B	Connect pull-up resistor by software	Open
		P0C	—	Connect each pin to V _{DD} or GND via resistor ^{Note 1}
		P0D, P1A	Pull-up resistor not connected by mask option	Directly connect to GND
			Pull-up resistor connected by mask option	Open
		P1B ₀ ^{Note2}	Pull-up resistor not connected by mask option	Directly connect to GND
	Output mode	P0A, P0B, P0C (CMOS port)	—	Open
		P0D, P1A (N-ch open-drain ports)	Outputs low level without pull-up resistor connected by mask option	
			Outputs high level without pull-up resistor connected by mask option	
	External interrupt (INT)		Pull-up resistor not connected by mask option	Directly connect to V _{DD} or GND
			Pull-up resistor connected by mask option	Open
RESET ^{Note3} (when only internal power-ON/power-down reset function is used)		Pull-up resistor not connected by mask option	Directly connect to V _{DD}	
		Pull-up resistor connected by mask option		
V _{ADC}		—	Directly connect to V _{DD}	

- Notes 1.** When connecting an external pull-up resistor (to V_{DD} via resistor) or pull-down resistor (to GND via resistor), make sure that the driving voltage and current consumption of the port are not exceeded. When connecting a pull-up or pull-down resistor with a high resistance to a port pin, make sure that noise is not superimposed on the pin. Generally, the resistance of the pull-up or pull-down resistor is about several kΩ, though it varies depending on the application circuit.
- 2.** Because the P1B₀ pin is multiplexed with a test mode setting function, do not connect a pull-up resistor to this pin using the mask option. Directly connect it to GND.
- 3.** In an application circuit where high reliability is required, be sure to input the RESET signal from an external source. Because the RESET pin is multiplexed with a mode setting function, directly connect it to V_{DD} if not use.

Caution It is recommended that the I/O mode, pull-up of resistors by software, and output levels of pins be fixed by repeatedly setting in each loop of the program.

Remark The μPD17P136A and 17P137A do not have a pull-up resistor as mask option.

2.4 NOTES ON USING $\overline{\text{RESET}}$ PIN AND P1B₀ PIN

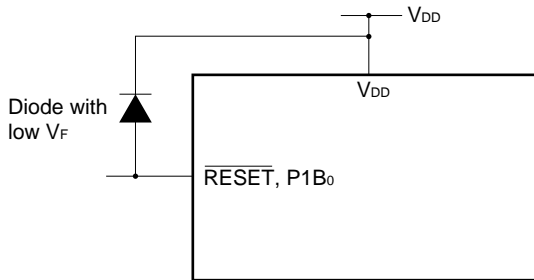
The $\overline{\text{RESET}}$ and P1B₀ pins have a function for setting a test mode in which the internal operations of the $\mu\text{PD17134A}$ subseries are tested (for IC test), in addition to the functions described in **2.1 PIN FUNCTIONS**.

When a voltage exceeding V_{DD} is applied to either of these pins, the test mode is set. This means that, even during the normal operation, the test mode is set if a noise exceeding V_{DD} is applied. As a result, the operation may not be performed normally.

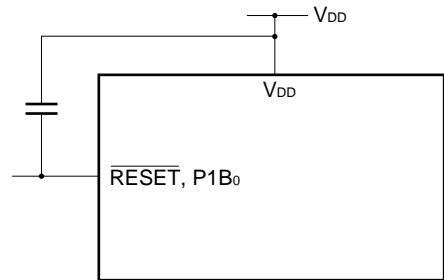
This is especially true if the wiring length of the $\overline{\text{RESET}}$ or P1B₀ pin is too long in which case a noise may be superimposed on the wiring.

Therefore, perform wiring so that noise may not be superimposed, by keeping the wiring length as short as possible. If noise is inevitable, take noise preventive measures by using an external component as illustrated below.

- **Connect a diode with low V_F between V_{DD} and $\overline{\text{RESET/P1B}}_0$**



- **Connect a capacitor between V_{DD} and $\overline{\text{RESET/P1B}}_0$**



[MEMO]

CHAPTER 3 PROGRAM COUNTER (PC)

The program counter is used to specify an address in program memory.

3.1 PROGRAM COUNTER CONFIGURATION

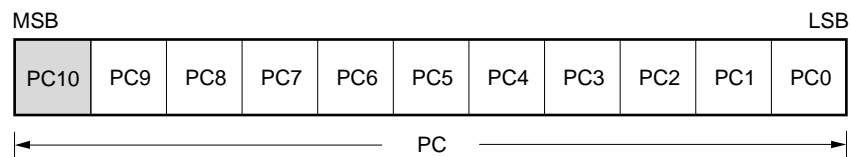
Figure 3-1 shows the configuration of the program counter.

The program counters of the μ PD17134A and μ PD17135A are 10-bit binary counters.

The program counters of the μ PD17136A, μ PD17137A, μ PD17P136A, and μ PD17P137A are 11-bit binary counters.

This program counter is incremented whenever an instruction is executed.

Figure 3-1. Program Counter



Remark The shaded part is effective only in the case of μ PD17136A/17137A/17P136A/17P137A.

3.2 PROGRAM COUNTER OPERATION

Normally, the program counter is automatically incremented each time a command is executed. The memory address at which the next instruction to be executed is stored is assigned to the program counter under the following conditions: At reset; when a branch, subroutine call, return, or table reference instruction is executed; or when an interrupt is received.

3.2.1 to 3.2.7 explain program counter operation during execution of each instruction.

Figure 3-2. Value of the Program Counter after Instruction Execution

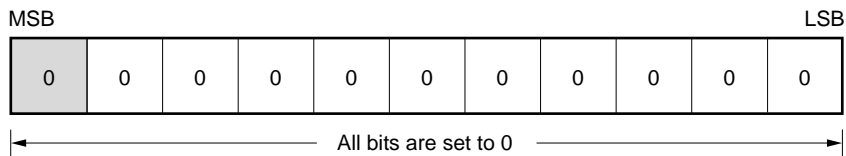
Instruction	Program counter bit	Program counter value										
		PC10	PC9	PC8	PC7	PC6	PC5	PC4	PC3	PC2	PC1	PC0
At reset		0	0	0	0	0	0	0	0	0	0	0
BR addr		Value set by the addr										
CALL addr												
BR @AR CALL @AR (MOVT DBF, @AR)		Value in the address register (AR)										
RET RETSK RETI		Value in the address stack register location pointed to by the stack pointer (return address)										
During interrupt		Vector address for the interrupt										

Remark The shaded part is effective only in the case of μ PD17136A/17137A/17P136A/17P137A.

3.2.1 At Reset

By setting the $\overline{\text{RESET}}$ pin to low, the program counter is set to 0000H.

Figure 3-3. Value in the Program Counter after Reset



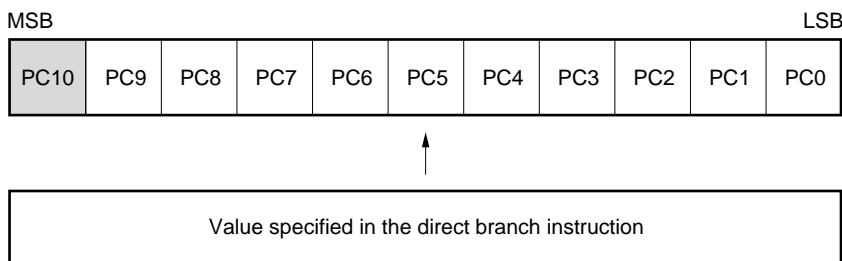
Remark The shaded part is effective only in the case of μ PD17136A/17137A/17P136A/17P137A.

★ 3.2.2 During Execution of the Branch Instruction (BR)

There are two ways to specify branching using the branch instruction. One is to specify the branch address in the operand using the direct branch instruction (BR addr). The other is branch to the address specified by the address register using the indirect branch instruction (BR @AR).

The address specified by a BR addr instruction is placed in the program counter.

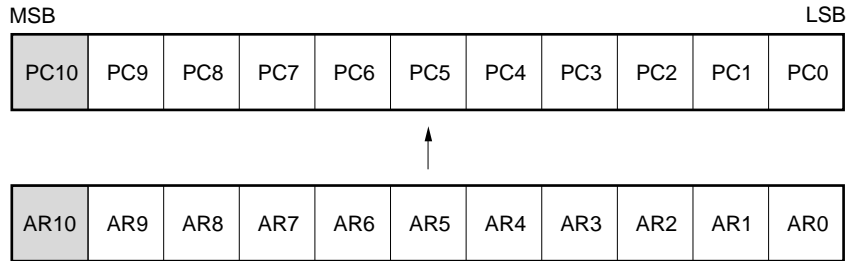
Figure 3-4. Value in the Program Counter during Execution of a BR addr Instruction



Remark The shaded part is effective only in the case of μ PD17136A/17137A/17P136A/17P137A.

An indirect branch instruction causes the address in the address counter to be placed in the program counter.

Figure 3-5. Value in the Program Counter during Execution of a BR @AR Instruction



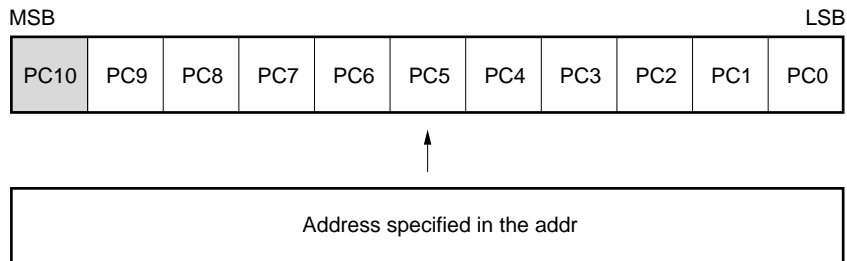
Remark The shaded part is effective only in the case of μ PD17136A/17137A/17P136A/17P137A.

★ **3.2.3 During Execution of Subroutine Calls (CALL)**

There are two ways to specify branching using subroutine calls. One is to specify the branch address in the operand using the direct subroutine call (CALL addr). The other is branch to the address specified by the address register using the indirect subroutine call (CALL @AR).

A CALL addr causes the value in the program counter to be saved in the stack and then the address specified in the operand to be placed in the program counter. CALL addr can specify 000H-03FFH in the μ PD17134A and 17135A, and 0000H-07FFH in the μ PD17136A, 17137A, 17P136A, and 17P137A.

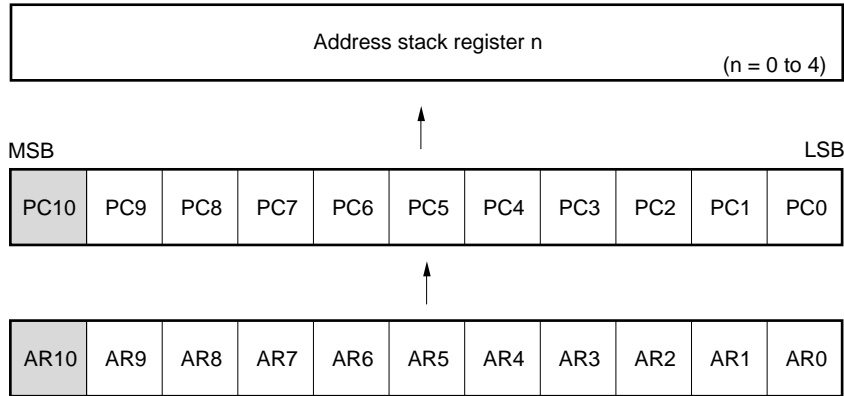
Figure 3-6. Value in the Program Counter during Execution of a CALL addr



Remark The shaded part is effective only in the case of μ PD17136A/17137A/17P136A/17P137A.

A CALL @AR causes the value in the program counter to be saved in the stack and then the value in the address register to be placed in the program counter.

Figure 3-7. Value in the Program Counter during Execution of an Indirect Subroutine Call

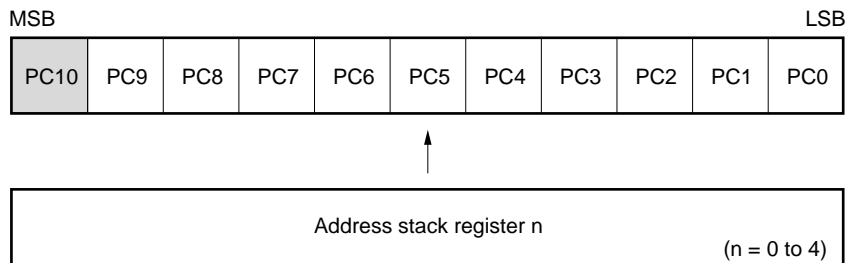


Remark The shaded part is effective only in the case of μ PD17136A/17137A/17P136A/17P137A.

3.2.4 During Execution of Return Instructions (RET, RETSK, RETI)

During execution of a return instruction (RET, RETSK, RETI), the program counter is restored to the value saved in the address stack register.

Figure 3-8. Value in the Program Counter during Execution of a Return Instruction



Remark The shaded part is effective only in the case of μ PD17136A/17137A/17P136A/17P137A.

3.2.5 During Table Reference (MOVT)

During execution of table reference (MOVT DBF, @AR), the value in the program counter is saved in the stack, the address register is set by the program counter, then the contents stored at that program memory location is read into the data buffer (DBF). After that, the program counter is restored to the value saved in the address stack register.

One level of the address stack is temporarily used during execution of table reference. Be careful of the stack level.

3.2.6 During Execution of Skip Instructions (SKE, SKGE, SKLT, SKNE, SKT, SKF)

When skip conditions are met and a skip instruction (SKE, SKGE, SKLT, SKNE, SKT, SKF) is executed, the instruction immediately following the skip instruction is treated as a no operation instruction (NOP). Therefore, whether skip conditions are met or not, the number of instructions executed and instruction execution time remain the same.

3.2.7 When an Interrupt Is Received

When an interrupt is received, the value in the program counter is saved in the address stack. Next, the vector address for the interrupt received is placed in the program counter.

[MEMO]

★

CHAPTER 4 PROGRAM MEMORY (ROM)

The program organization of the μ PD17134A subseries is shown in Table 4-1.

Table 4-1. Program Memory Configuration

Product name	Program memory capacity	Program memory address
μ PD17134A	2K bytes (1024 \times 16 bits)	0000H-03FFH
μ PD17135A		
μ PD17136A	4K bytes (2048 \times 16 bits)	0000H-07FFH
μ PD17137A		
μ PD17P136A		
μ PD17P137A		

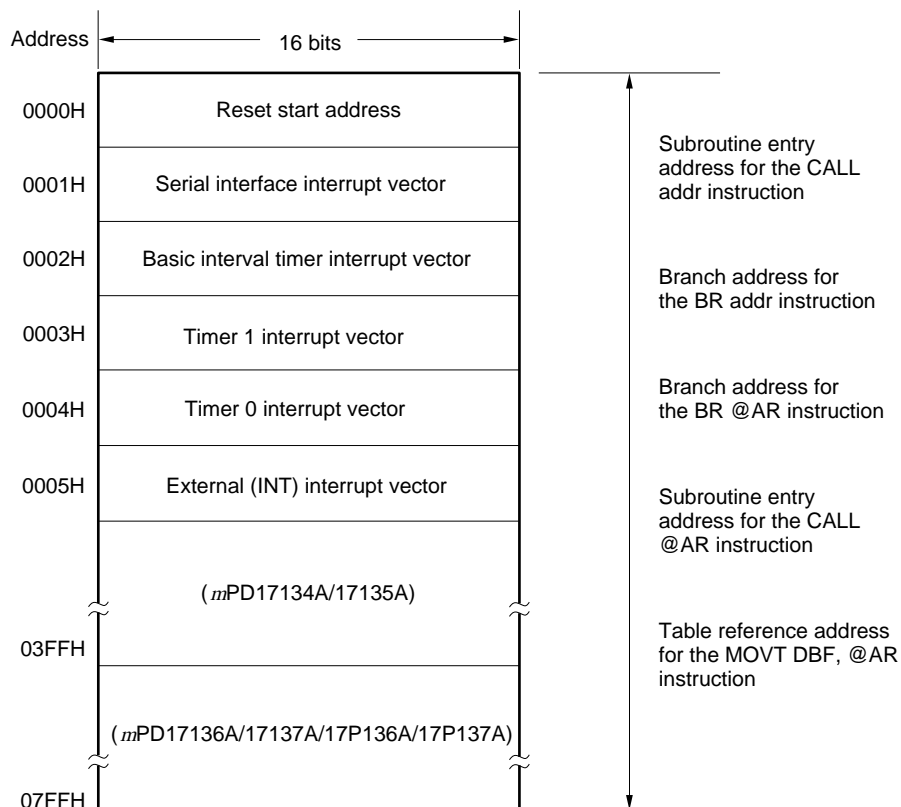
Program memory stores the program and the constant data table. The first area of the program memory is assigned to reset start and interrupt vector addresses.

The program memory address is specified by the program counter.

4.1 PROGRAM MEMORY CONFIGURATION

Figure 4-1 shows the program memory map. Branch instructions, subroutine calls, and table references can specify any address in program memory.

Figure 4-1. Program Memory Map for the μ PD17134A Subseries



4.2 PROGRAM MEMORY USAGE

Program memory has the following two main functions:

- (1) Storage of the program
- (2) Storage of constant data

The program is made up of the instructions which operate the CPU (Central Processing Unit). The CPU executes sequential processing according to the instructions stored in the program. In other words, the CPU reads each instruction in the order stored by the program in program memory and executes it.

Since all instructions are 16-bit long words, each instruction is stored in a single address in program memory.

Constant data, such as display patterns, are set beforehand. The MOVT is used for reading constant data in program memory to transfer data from program memory to the data buffer (DBF) in data memory. Reading the constant data in program memory is called table reference.

Program memory is read-only (ROM: Read Only Memory) and therefore cannot be changed by any instructions.

4.2.1 Flow of the Program

The program is usually stored in program memory starting from address 0000H and executed sequentially one address at a time. However, if for some reason a different kind of program is to be executed, it will be necessary to change the flow of the program. In this case, the branch instruction (BR instruction) is used.

If the same program code is going to appear in a number of places, reproducing the code each time it needs to be used will decrease the efficiency of the program. In this case, the program should be stored in only one place in memory. Then, by using the CALL instruction, call the same program. Such a program is called a subroutine. As opposed to a subroutine, code used during normal operation is called the main routine.

For cases completely unrelated to the flow of the program (in which a section of code is to be executed when a certain condition arises), the interrupt function is used. Whenever a condition arises that is unrelated to the flow of the program, the interrupt function can be used to branch the program to a prechosen memory location (called a vector address).

Items (1) to (5) explain branching of the program using the interrupt function and instructions.

(1) Vector address

Table 4-2 shows the address to which the program is branched (vector address) when a reset or interrupt occurs.

Table 4-2. Vector Address for the μ PD17134A Subseries

Vector address	Cause of the interrupt
0000H	Reset
0001H	Serial interface interrupt
0002H	Basic interval timer interrupt
0003H	Timer 1 interrupt
0004H	Timer 0 interrupt
0005H	External (INT) interrupt

(2) Direct branch

A direct branch (BR addr) instruction branches a value of operand (addr) as an address. (In the case of the μ PD17134A and μ PD17135A, the most significant bit must be 0. If an address is specified outside of this range, an error will occur in the assembler.) A BR addr instruction can be used to branch to any address in program memory.

(3) Indirect branch

When executing an indirect branch (BR @AR), the program branches to the address specified by the value stored in the address register (AR). A BR @AR can be used to branch to any address in program memory. Also see **7.2 ADDRESS REGISTER (AR)**.

(4) Subroutine

To branch execution to a subroutine, the subroutine call (CALL) instruction is used.

The CALL instruction can be used in two ways: as a direct subroutine call instruction (CALL addr) that causes execution to branch using the value of the operand (addr) as an address, and as an indirect subroutine call instruction (CALL @AR) that causes execution to branch using the contents of an address register as an address.

To return from a subroutine, the RET or RETSK instruction is used. By executing the RET or RETSK instruction, execution is returned to the program memory address next to the one at which the CALL instruction was executed.

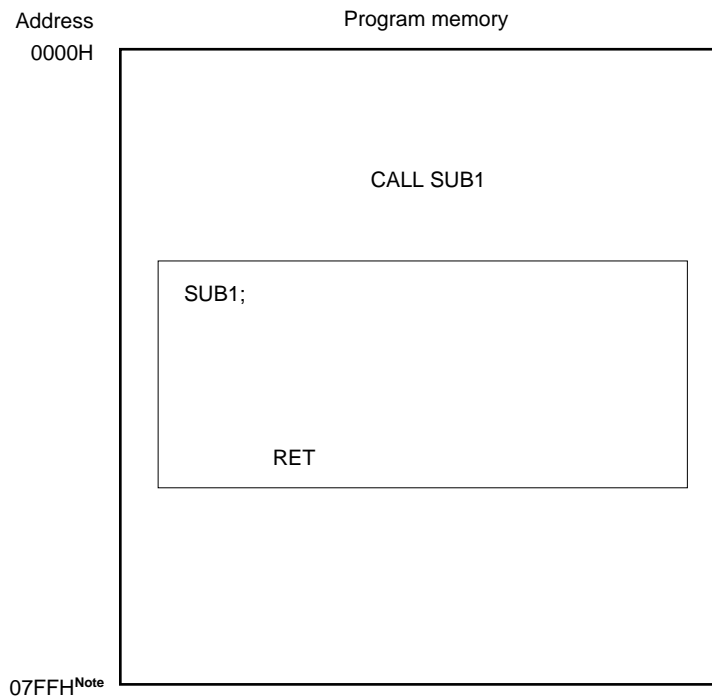
When the RETSK instruction is used, the first instruction after execution has returned from the subroutine is executed as a NOP instruction.

<1> **Direct subroutine call**

When using a direct subroutine call (CALL addr), the 11-bit instruction operand is used to specify a program memory address of the branched subroutine. (In the case of the μ PD17134A and μ PD17135A, the most significant bit must be 0. If an address is specified outside of this range, an error will occur in the assembler.)

Example

Figure 4-2. CALL addr Instruction



Note The program memory of the μ PD17134A and μ PD17135A is address 0000H to 03FFH.

<2> **Indirect subroutine call**

When using an indirect subroutine call (CALL @AR), the value in the address register (AR) should be an address of the called subroutine. This instruction can be used to branch any address in program memory.

Also see **7.2 ADDRESS REGISTER (AR)**.

4.2.2 Table Reference

Table reference is used to reference constant data in program memory.

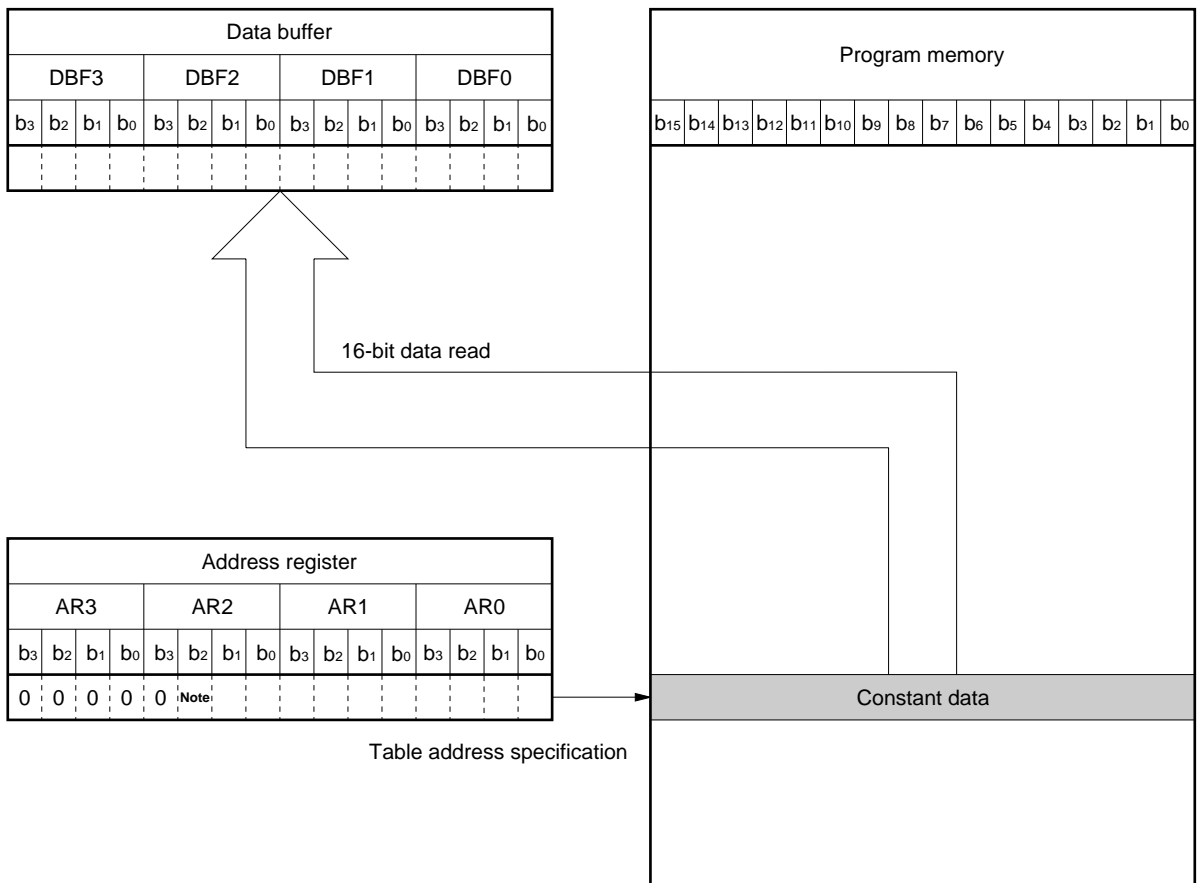
The table reference instruction (MOVT DBF, @AR) is used to store the contents of the program memory address specified by the address register in the data buffer.

Since each location in program memory contains 16 bits of information, the MOVT instruction causes 16 bits of data to be stored in the data buffer. The address register can be used to table reference any location in program memory.

Caution Note that one level of the address stack is temporarily used when performing table reference. Be sure not to exceed the stack level that can be used. Also see 7.2 ADDRESS REGISTER (AR) and CHAPTER 10 DATA BUFFER (DBF).

Remark Two instruction cycles are required to execute the table reference instruction, but this is an exception.

Figure 4-3. Table Reference (MOVT DBF, @AR)



Note This bit is fixed to 0 in the case of the μ PD17134A and μ PD17135A.

(1) Constant data table

Example 1 shows an example of code used to reference a constant data table.

Example 1. Program to read data in a constant data table.

```

OFFSET    MEM    0.00H           ; Area to store the offset address.
ROMREF:
          BANK0
                               ; Stores the start address of the constant data
                               ; table in the AR register.
          MOV     AR3, #.DL.TABLE SHR 12 AND 0FH
          MOV     AR2, #.DL.TABLE SHR 8 AND 0FH
          MOV     AR1, #.DL.TABLE SHR 4 AND 0FH
          MOV     AR0, #.DL.TABLE AND 0FH

          MOV     RPH, #0         ; Sets the register pointer to row address 7.
          MOV     RPL, #7 SHL 1  ;

          ADD     AR0, OFFSET    ; Adds the offset address.
          ADDC   AR1, #0
          ADDC   AR2, #0
          ADDC   AR3, #0
          MOVT   DBF, @AR       ; Reads the constant data.

TABLE:
          DW     0001H          ; When OFFSET = 0H
          DW     0002H
          DW     0004H
          DW     0008H
          DW     0010H
          DW     0020H
          DW     0040H
          DW     0080H
          DW     0100H
          DW     0200H
          DW     0400H
          DW     0800H
          DW     1000H
          DW     2000H
          DW     4000H
          DW     8000H          ; When OFFSET = 0FH

          END
    
```

(2) Branch address table

Example 2 shows an example of code used to reference a branch address table.

Example 2. Program to branch to the address of the branch address table.

```

OFFSET    MEM    0.00H           ; Area to store the offset address.
ROMREF:
          BANK0           ; Stores the start address of the constant data
                          ; table in the AR register.
          MOV    AR3, #.DL.TABLE SHR 12 AND 0FH
          MOV    AR2, #.DL.TABLE SHR 8 AND 0FH
          MOV    AR1, #.DL.TABLE SHR 4 AND 0FH
          MOV    AR0, #.DL.TABLE AND 0FH

          MOV    RPH, #0       ; Sets the register pointer to row address 7.
          MOV    RPL, #7 SHL 1

          ADD    AR0, OFFSET   ; Adds the offset address.
          ADDC   AR1, #0
          MOVT   DBF, @AR      ; Reads the branch address
          PUT    AR, DBF       ; AR ← Branch address
          BR     @AR

TABLE:
          DW    0001H         ; When OFFSET = 0H
          DW    0002H
          DW    0004H
          DW    0008H
          DW    0010H
          DW    0020H
          DW    0040H
          DW    0080H
          DW    0100H
          DW    0200H         ; When OFFSET = 9H

          END
    
```


[MEMO]

CHAPTER 5 DATA MEMORY (RAM)

Data memory stores data such as operation and control data. Data can be read from or written to data memory with an instruction during normal operation.

5.1 DATA MEMORY CONFIGURATION

Figure 5-1 shows the configuration of data memory.

Data memory is divided into two areas called banks: BANK0 and BANK1.

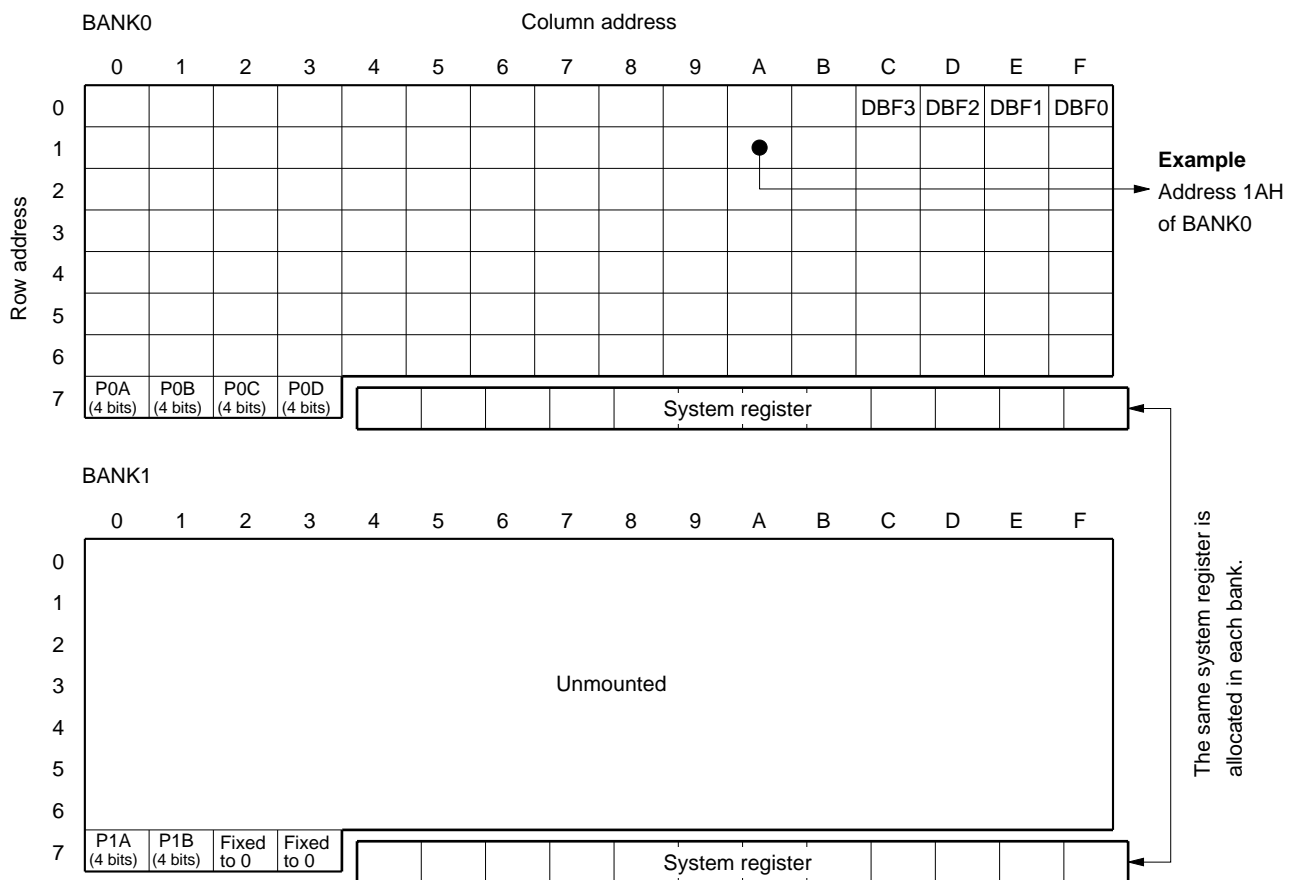
An address is allocated to the data memory for each bank. An address consists of 4 bits of memory called “a nibble”.

The address of data memory consists of 7 bits. The high-order 3 bits are called “the row address”, and the low-order 4 bits are called “the column address”. For example, when the address of data memory is 1AH (0011010B), the row address is 1H (001B), and the column address is AH (1010B).

5.1.1 to 5.1.6 describe functions of data memory other than its use as address space.

★

Figure 5-1. Data Memory Configuration



Caution No hardware is assigned to addresses 00H through 6FH in BANK1. Do not use this area. If the contents of this area are read, the value is undefined. An instruction to write data to this area is invalid.

5.1.1 System Register (SYSREG)

The system register (SYSREG) consists of the 12 nibbles allocated at addresses 74H to 7FH in data memory. The system register (SYSREG) is allocated independently of the banks. This means that each bank has the same system register at addresses 74H to 7FH.

Figure 5-2 shows the configuration of the system register.

For details, refer to **CHAPTER 7 SYSTEM REGISTER (SYSREG)**.

Figure 5-2. System Register Configuration

System register (SYSREG)												
Address	74H	75H	76H	77H	78H	79H	7AH	7BH	7CH	7DH	7EH	7FH
Name (Symbol)	Address register (AR)				Window register (WR)	Bank register (BANK)	Index register (IX) Data memory row address pointer (MP)			General register pointer (RP)	Program status word (PSWORD)	

5.1.2 Data Buffer (DBF)

The data buffer consists of four nibbles allocated at addresses 0CH to 0FH in BANK0 of data memory.

Figure 5-3 shows the configuration of the data buffer.

Figure 5-3. Data Buffer Configuration

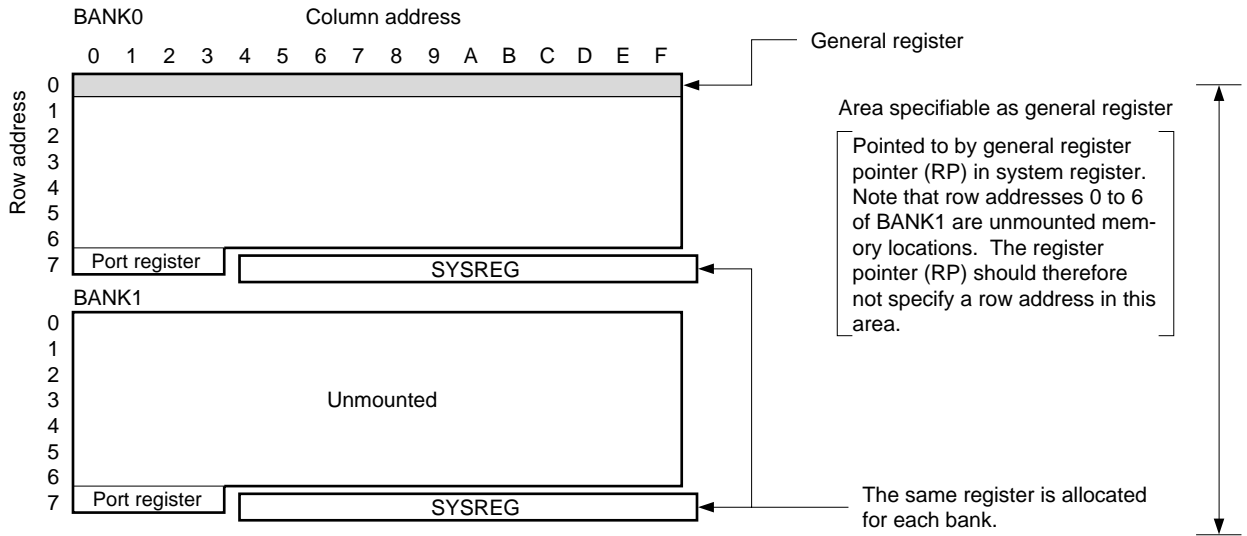
Data buffer (DBF)				
Address	0CH	0DH	0EH	0FH
Symbol	DBF3	DBF2	DBF1	DBF0

5.1.3 General Register (GR)

The general register consists of 16 nibbles specified by an arbitrary row address in an arbitrary bank in data memory. This arbitrary row address in an arbitrary bank is specified by the register pointer (RP) in the system register (SYSREG).

Figure 5-4 shows the configuration of the general register (GR).

Figure 5-4. General Register (GR) Configuration



5.1.4 Port Registers

A port register consists of eight nibbles allocated at addresses 70H to 73H in each bank of the data memory. As shown in Figure 5-5, the high-order 3 bits of address 71H of BANK1 and all of addresses 72H and 73H of BANK1 are always set to 0.

Figure 5-5 shows the configuration of the port registers.

Figure 5-5. Port Register Configuration

		Port register																
		70H				71H				72H				73H				
		P0A				P0B				P0C				P0D				
Symbol	BANK0	P	P	P	P	P	P	P	P	P	P	P	P	P	P	P	P	
		0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
		A	A	A	A	B	B	B	B	C	C	C	C	D	D	D	D	
		3	2	1	0	3	2	1	0	3	2	1	0	3	2	1	0	
Symbol	BANK1	P	P	P	P	Fixed to "0"				P	Fixed to "0"				Fixed to "0"			
		1	1	1	1					1								
		A	A	A	A					B								
		3	2	1	0					0								

5.1.5 General Data Memory

General data memory is all the data memory not used by the port and system registers (SYSREG). In other words, general data memory consists of 112 nibbles in BANK0.

5.1.6 Unmounted Data Memory

There is no hardware mounted at addresses 00H to 6FH of BANK1. Any attempt to read this area will yield undefined value. Writing data to this area is invalid and should therefore not be attempted.

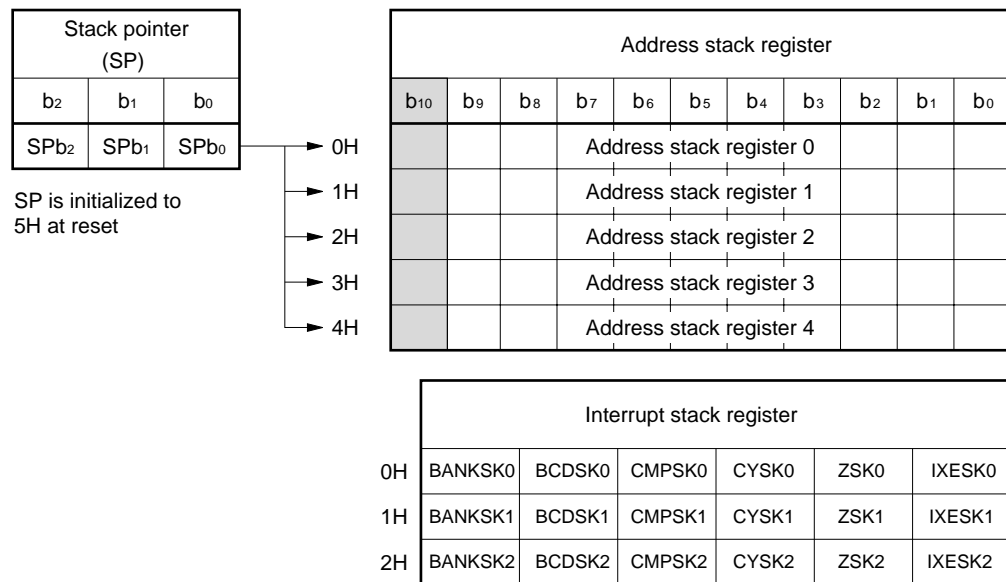
The stack is a register used to save information such as the program return address and the contents of the system register during execution of subroutine calls or interrupts.

6.1 STACK CONFIGURATION

Figure 6-1 shows the stack configuration.

The stack consists of the following parts: one 3-bit binary counter stack pointer, five 10-bit (μ PD17134A, 17135A)/11-bit (μ PD17136A, 17137A, 17P136A, 17P137A) address stack registers, and three 6-bit interrupt stack registers.

Figure 6-1. Stack Configuration



Remark The shaded part is effective only in the case of μ PD17136A/17137A/17P136A/17P137A.

6.2 FUNCTIONS OF THE STACK

The stack is used to save the return address during execution of subroutine calls and table reference instructions. When an interrupt occurs, the program return address, bank register (BANK), and the program status word (PSWORD) are automatically saved in the stack.

6.3 ADDRESS STACK REGISTERS (ASRs)

Five 11-bit address stack registers (ASRs) are provided as shown in Figure 6-1. The functions of these registers are as follows:

- Store a return address when the CALL addr or CALL @AR instruction is executed, when the first instruction cycle of the “MOV_T DBF, @AR” instruction is executed, or when an interrupt is accepted.
- Store the contents of an address register (AR) when the PUSH AR instruction is executed. The ASR to which the data is to be stored is specified by decrementing the value of the stack pointer (SP) by one when the instruction is executed.
- Restore the contents of the ASR (return address) specified by the stack pointer to the program counter and increment the value of the stack pointer by one when the RET or RETSK instruction is executed, when the second instruction cycle of the “MOV_T DBF, @AR” instruction is executed, or when the RETI instruction is executed.
- Transfer the value of the ASR specified by the stack pointer to an address register and decrement the value of the stack pointer by one when the POP AR instruction is executed.

Caution If the stack pointer underflows as a result of executing the CALL addr or CALL @AR instruction or servicing an interrupt, it is assumed that a hang-up occurs. Consequently, the internal reset signal is generated, the hardware is initialized, and the program is started from address 0000H.

Remark The size of the ASR differs depending on the model. The μ PD17134A and 17135A have five 10-bit ASRs, while the μ PD17136A, 17137A, 17P136A, and 17P137A have five 11-bit ASRs.

6.4 INTERRUPT STACK REGISTERS (INTSKs)

Three 5-bit interrupt stack registers (INTSKs) are provided as shown in Figure 6-1. The functions of these registers are as follows:

- Five flags (BCD, CMP, CY, Z, and IXE) in the program status word (PSWORD) in the system register (SYSREG) to be explained shortly are saved to the INTSK when an interrupt occurs. After the flags have been saved, all the bits of the BANK and PSWORD are cleared to 0.
- The contents of INTSK are restored to the PSWORD when the RETI instruction is executed.
- INTSK saves data each time an interrupt has been accepted.

Caution If interrupts are accepted exceeding 3 levels, the first data is lost.

6.5 STACK POINTER (SP) AND INTERRUPT STACK REGISTERS

The stack pointer is a 3-bit binary counter that specifies the addresses of the five address stack registers as shown in Figure 6-1, and is assigned to address 01H of the register file. The value of the stack pointer is initialized to 5H at reset.

- The value of SP is decremented by one when the CALL addr or CALL @AR instruction is executed, when the first instruction cycle of the “MOVT DBF, @AR” instruction is executed, or when an interrupt is accepted.
- The value of SP is incremented by one when the RET or RETSK instruction is executed, when the second instruction cycle of the “MOVT DBF, @AR” instruction is executed, when the POP AR instruction is executed, or when the RETI instruction is executed.

When an interrupt is accepted, the counter of the interrupt stack registers is also decremented by one in addition to the SP. The value of the counter of the interrupt stack registers is incremented by one only when the RETI instruction is executed.

Table 6-1. Operation of Stack Pointer

Instruction	Value of stack pointer (SP)	Counter of interrupt stack registers
CALL addr CALL @AR MOVT, DBF @AR (1st instruction cycle) PUSH AR	-1	Not affected
RET RETSK MOVT DBF, @AR (2nd instruction cycle) POP AR	+1	
Accepting interrupt	-1	-1
RETI	+1	+1

Remark Two instruction cycles are required to execute the “MOVT DBF, @AR” instruction, but this is an exception.

Because the stack pointer (SP) is a 3-bit binary counter, it can take a value 0H to 7H. If the value of the stack pointer is 6 or more, however, an internal reset signal is generated (to prevent a hang-up). This is because only five address stack registers are available.

Because the stack pointer is located on the register file, its value can be directly read by manipulating the register file with the POKE instruction. The value of the stack pointer is also changed at this time, but the values of the address stack registers are not affected. Of course, the stack pointer can also be read by using the PEEK instruction.

The value of the stack pointer is 5H at reset.

6.6 STACK OPERATION

Stack operation during execution of each instruction is explained in 6.6.1 to 6.6.3.

6.6.1 On Execution of Instructions CALL, RET, RETSK

Table 6-2 shows operation of the stack pointer (SP), address stack register, and the program counter (PC) during execution of CALL, RET, and RETSK.

Table 6-2. Operation of the Instructions CALL, RET, and RETSK

Instruction	Operation
CALL addr CALL @AR	(1) Stack pointer (SP) is decremented. (2) Program counter (PC) is saved in the address stack register pointed to by the stack pointer (SP). (3) Value specified by the instruction operand (addr or @AR) is transferred to the program counter.
RET RETSK	(1) Value in the address stack register pointed to by the stack pointer (SP) is restored to the program counter (PC). (2) Stack pointer (SP) is incremented.

When the RETSK instruction is executed, the first instruction after data restoration becomes a NOP instruction.

6.6.2 Table Reference (MOVT DBF, @AR Instruction)

Table 6-3 shows the operation during table reference.

Table 6-3. Stack Operation during Table Reference

Instruction	Instruction cycle	Operation
MOVT DBF, @AR	First	(1) Stack pointer (SP) is decremented. (2) Program counter (PC) is saved in the address stack register pointed to by the stack pointer (SP). (3) Value in the address register (AR) is transferred to the program counter (PC).
	Second	(4) Contents of the program memory (ROM) pointed to by the program counter (PC) is transferred to the data buffer (DBF). (5) Value in the address stack register pointed to by the stack pointer (SP) is restored to the program counter (PC). (6) Stack pointer (SP) is incremented.

Caution When the “MOVT DBF, @AR” instruction is executed, one level of the address stack is temporarily used. Exercise care not to exceed the usable stack level.

Remark Two instruction cycles are required to execute the “MOVT DBF, @AR” instruction. This is an exception.

6.6.3 Operation on Execution of Interrupt Receipt and RETI Instruction

Table 6-4 shows stack operation during interrupt receipt and RETI instruction.

Table 6-4. Operation during Interrupt Receipt and RETI Instruction

Instruction	Operation
Receipt of interrupt	(1) Stack pointer (SP) is decremented. (2) Value in the program counter (PC) is saved in the address stack register pointed to by the stack pointer (SP). (3) Values in the PSWORD flags (BCD, CMP, CY, Z, IXE) are saved in the interrupt stack. (4) Vector address is transferred to the program counter (PC)
RETI	(1) Values in the interrupt stack register are restored to the PSWORD (BCD, CMP, CY, Z, IXE). (2) Value in the address stack register pointed to by the stack pointer (SP) is restored to the program counter (PC). (3) Stack pointer (SP) is incremented.

6.7 STACK NESTING LEVELS AND THE PUSH AND POP INSTRUCTIONS

During execution of operations such as subroutine calls and returns, the stack pointer (SP) simply functions as a 3-bit counter which is incremented and decremented by one. When the value in the stack pointer is 0H and a CALL or MOVT instruction is executed or an interrupt is received, the stack pointer is decremented to 7H. The μ PD17134A subseries treat this condition as a fault and generates an internal reset signal.

In order to avoid this condition, when the address stack register is being used frequently, the PUSH and POP instructions are used to save the address stack register.

Table 6-5 shows stack operation during the PUSH and POP instructions.

Table 6-5. Stack Operation during the PUSH and POP Instructions

Instruction	Operation
PUSH	(1) Stack pointer (SP) is decremented. (2) Value in the address register (AR) is transferred to the address stack register pointed to by the stack pointer (SP).
POP	(1) Value in the address stack register pointed to by the stack pointer (SP) is transferred to the address register (AR). (2) Stack pointer (SP) is incremented.

[MEMO]

CHAPTER 7 SYSTEM REGISTER (SYSREG)

The system register (SYSREG), located in data memory, is used for direct control of the CPU.

7.1 SYSTEM REGISTER CONFIGURATION

Figure 7-1 shows the allocation address of the system register in data memory. As shown in Figure 7-1, the system register is allocated in addresses 74H to 7FH of data memory, independently of the banks. This means that each bank has the same system register at addresses 74H to 7FH.

Since the system register is allocated in data memory, it can be manipulated using any of the data memory manipulating instructions. Therefore, it is also possible to put the system register in the general register.

Figure 7-1. Allocation of System Register in Data Memory

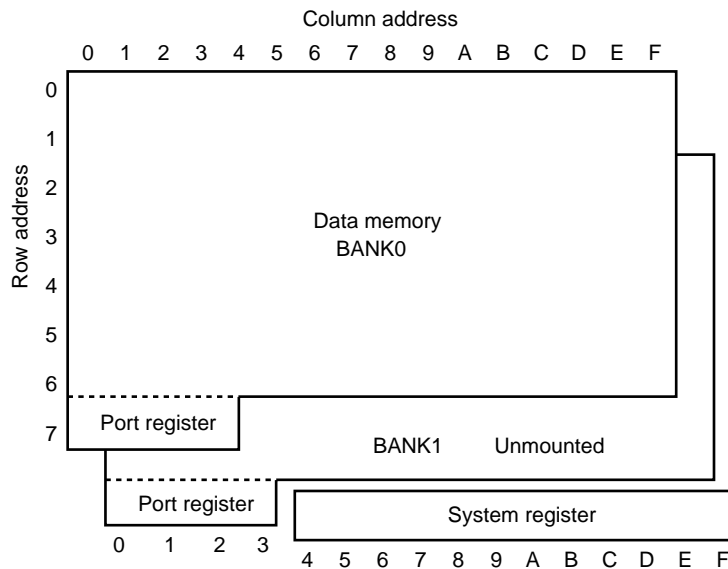


Figure 7-2 shows the configuration of the system register. As shown in Figure 7-2, the system register consists of the following seven registers.

- Address register (AR)
- Window register (WR)
- Bank register (BANK)
- Index register (IX)
- Data memory row address pointer (MP)
- General register pointer (RP)
- Program status word (PSWORD)

Figure 7-2. System Register Configuration

Address	74H	75H	76H	77H	78H	79H	7AH	7BH	7CH	7DH	7EH	7FH
Name	Address register (AR)				Window register (WR)	Bank register (BANK)	Index register (IX) Data memory row address pointer (MP)			General register pointer (RP)	Program status word (PSWORD)	
Symbol	AR3	AR2	AR1	AR0	WR	BANK	IXH MPH	IXM MPL	IXL	RPH	RPL	PSW
Bit	b ₃ b ₂ b ₁ b ₀	b ₃ b ₂ b ₁ b ₀	b ₃ b ₂ b ₁ b ₀	b ₃ b ₂ b ₁ b ₀	b ₃ b ₂ b ₁ b ₀	b ₃ b ₂ b ₁ b ₀	b ₃ b ₂ b ₁ b ₀	b ₃ b ₂ b ₁ b ₀	b ₃ b ₂ b ₁ b ₀	b ₃ b ₂ b ₁ b ₀	b ₃ b ₂ b ₁ b ₀	b ₃ b ₂ b ₁ b ₀
Data	0 0 0 0	0 0 0 0	0 0 0 0	0 0 0 0	0 0 0 0	0 0 0 0	0 0 0 0	0 0 0 0	0 0 0 0	0 0 0 0	0 0 0 0	0 0 0 0
Initial value when reset	0 0 0 0	0 0 0 0	0 0 0 0	0 0 0 0	0 0 0 0	Undefined	0 0 0 0	0 0 0 0	0 0 0 0	0 0 0 0	0 0 0 0	0 0 0 0

Note This bit is fixed to 0 in the case of the μ PD17134A and μ PD17135A.

7.2 ADDRESS REGISTER (AR)

7.2.1 Address Register Configuration

Figure 7-3 shows the configuration of the address register.

As shown in Figure 7-3, the address register consists of the 16 bits in address 74H to 77H (AR3 to AR0) of the system register. However, since the high-order 5 or 6 bits are always set to 0, the address register is actually 11 or 10 bits. When the system is reset, all 16 bits of the address register are reset to 0.

Figure 7-3. Address Register Configuration

Address	74H				75H				76H				77H			
Name	Address register (AR)															
Symbol	AR3				AR2				AR1				AR0			
Bit	b ₃	b ₂	b ₁	b ₀	b ₃	b ₂	b ₁	b ₀	b ₃	b ₂	b ₁	b ₀	b ₃	b ₂	b ₁	b ₀
Data	←															→
Initial value when reset	0				0				0				0			

Note This bit is fixed to 0 in the case of the μ PD17134A and μ PD17135A.

7.2.2 Address Register Functions

The address register is used to specify an address in program memory when executing an indirect branch instruction (BR @AR), indirect subroutine call (CALL @AR) or table reference (MOVT DBF, @AR). The address register can also be put on and taken off the stack by using the stack manipulation instructions (PUSH AR, POP AR).

Items (1) to (4) explain address register operation during execution of each instruction.

The address register can be incremented by using the dedicated increment instruction (INC AR).

(1) Table reference (MOVT DBF, @AR)

When the “MOVT DBF, @AR” instruction is executed, the data in program memory (16-bit data) located at the address specified by the value in the address register is read into the data buffer (addresses 0CH to 0FH of BANK0).

(2) Stack manipulation instructions (PUSH AR, POP AR)

When the PUSH AR instruction is executed, the stack pointer (SP) is first decremented and then the address register is stored in the address stack pointed to by the stack pointer.

When the POP AR instruction is executed, the contents of the address stack pointed to by the stack pointer is transferred to the address register and then the stack pointer is incremented.

Also see **CHAPTER 6 STACK**.

(3) Indirect branch instruction (BR @AR)

When the BR @AR instruction is executed, the program branches to the address in program memory specified by the value in the address register.

(4) Indirect subroutine call (CALL @AR)

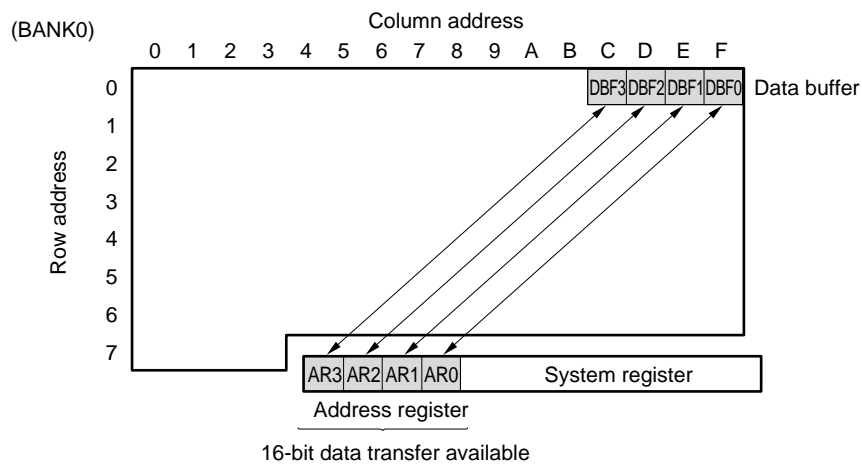
When the CALL @AR instruction is executed, the subroutine located at the address in program memory specified by the value in the address register is called.

★ **(5) Address register used as a peripheral hardware register**

The address register can be manipulated 4 bits at a time by using data memory manipulation instructions. The address register can also be used as a peripheral hardware register for transferring 16-bit data to the data buffer. In other words, by using the PUT AR, DBF and GET DBF AR instructions, the address register can be used to transfer 16-bit data to the data buffer.

Note that the data buffer is allocated in addresses 0CH to 0FH of BANK0 in data memory.

Figure 7-4. Address Register Used as a Peripheral Circuit



7.3 WINDOW REGISTER (WR)

7.3.1 Window Register Configuration

Figure 7-5 shows the configuration of the window register.

As shown in Figure 7-5, the window register (WR) consists of four bits allocated at address 78H of the system register. The contents of the window register is undefined after reset. However, when $\overline{\text{RESET}}$ is used to release the system from HALT or STOP mode, the previous state is maintained.

Figure 7-5. Window Register Configuration

Address	78H			
Name	Window register			
Symbol	WR			
Bit	b ₃	b ₂	b ₁	b ₀
Data				
Initial value when reset	Undefined			

7.3.2 Window Register Functions

The window register is used to transfer data to and from the register file (RF).

Data is transferred to and from the register file using the dedicated instructions “PEEK WR, rf” and “POKE rf, WR”.

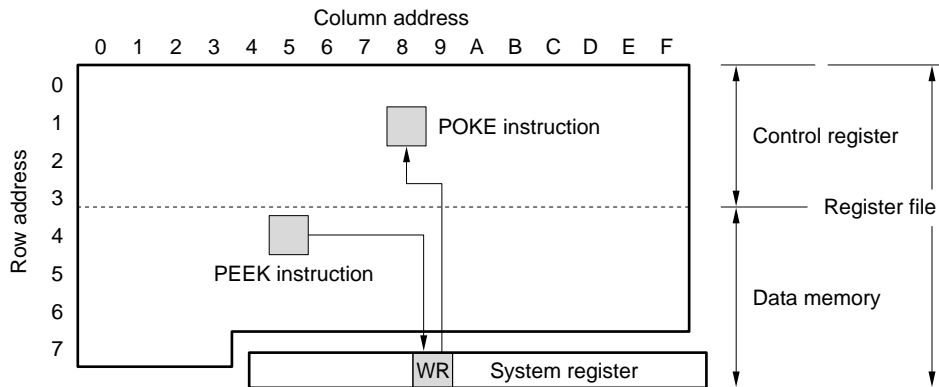
(1) PEEK WR, rf

As shown in Figure 7-6, the “PEEK WR, rf” instruction is used to transfer the contents of the register file specified by rf to the window register.

(2) POKE rf, WR

As shown in Figure 7-6, the “POKE rf, WR” instruction is used to transfer the contents of the window register to the file specified by rf.

Figure 7-6. Example of Window Register Operation



7.4 BANK REGISTER (BANK)

7.4.1 Bank Register Configuration

Figure 7-7 shows the configuration of the bank register.

The bank register consists of four bits at address 79H (BANK) of the system register. However, since the three high-order bits are always set to 0, only the least significant bit is actually used.

All bits are set to 0 at reset.

Figure 7-7. Bank Register Configuration

Address	79H			
Name	Bank register			
Symbol	BANK			
Bit	b ₃	b ₂	b ₁	b ₀
Data	0	0	0	
	← (BANK) →			
Initial value when reset	0			

7.4.2 Functions of Bank Register

The bank register is used to switch between the banks in data memory. Table 7-1 shows how the banks in data memory are specified by the value in the bank register.

Table 7-1. Specifying the Bank in Data Memory

Bank register				Bank in data memory
b ₃	b ₂	b ₁	b ₀	
0	0	0	0	BANK0
0	0	0	1	BANK1

Data memory is effectively divided into two banks by the bank register. When a data memory manipulation instruction is executed, the data memory in the bank specified by the bank register is manipulated.

Therefore, if the current bank is BANK0, in order to manipulate data memory in BANK1 (port registers), the bank register must be used to switch the current bank to BANK1.

The system register can be manipulated regardless of the state of the bank register.

For example, whether the instruction MOV 78H, #0 is executed for BANK0 or BANK1, the effect is the same; 0 is written to address 78H of the system register.

In addition, BANK becomes 0 after saved to the interrupt stack register.

★ 7.5 INDEX REGISTER (IX) AND DATA MEMORY ROW ADDRESS POINTER (MEMORY POINTER: MP)

7.5.1 Index Register (IX)

IX is used for address modification of the data memory. The difference between IX and MP is that IX modifies an address specified by a bank and operand m.

IX is allocated to a total of 12 bits of system register addresses 7AH (IXH), 7BH (IXM), and 7CH (IXL), as shown in Figure 7-8. Actually, however, only 11 bits, the low-order 3 bits of IXH, IXM, and IXL, function as IX. An index register enable flag (IXE) which enables address modification by IX is assigned to the least significant bit of PSW.

When IXE = 1, the address of the data memory specified by operand m is not m, but the result of ORing between m and IXM through IXL. The bank specified at this time is also indicated by ORing BANK and IXH.

Remark IXH of the μ PD17134A subseries is fixed to “0”, and the bank is not modified even when IXE = 1 (to prevent a bank other than 0 from being used).

7.5.2 Data Memory Row Address Pointer (Memory Pointer: MP)

MP is used for address modification of the data memory. The difference between IX and MP is that MP modifies the row address of an address indirectly specified by bank and operand @r.

MPH and IXH and MPL and IXM are assigned to the same address (addresses 7AH and 7BH of the system register) as shown in Figure 7-8. Actually, however, the low-order 3 bits of MPH and MPL, or a total of 7 bits, function as MP. A memory pointer enable flag (MPE) which enables address modification by MP is assigned to the most significant bit of MPH.

When MPE = 1, the bank and row address of the data memory indirectly specified by operand @r are not BANK and m_R, but the address specified by MP (the column address is specified by the contents of r independently of MPE). At this time, the low-order 3 bits of MPH and the most significant bit of MPL indicate BANK, and the low-order 3 bits of MPL indicate a row address.

Remark The low-order 3 bits of MPH and most significant bit of MPL of the μ PD17134A subseries are fixed to “0”, and bank 0 is always specified even when MPE = 1 (to prevent a bank other than 0 from being used).

Figure 7-8. Index Register Configuration

Address	7AH				7BH				7CH				7FH			
Name	Index register (IX)												Low-order 4 bits of program status word (PSWORD)			
	Memory pointer (MP)															
Symbolic name	IXH				IXM				IXL				PSW			
	MPH				MPL											
Bit	b ₃	b ₂	b ₁	b ₀	b ₃	b ₂	b ₁	b ₀	b ₃	b ₂	b ₁	b ₀	b ₃	b ₂	b ₁	b ₀
Flag name	MPE															IXE
Data																
Initial value when reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

Figure 7-9. Modification of Data Memory Address by Index Register and Memory Pointer

IXE	MPE	Data memory address specified by m												Indirect transfer address specified by @r											
		Bank				Row address				Column address				Bank				Row address				Column address			
		b ₃	b ₂	b ₁	b ₀	b ₂	b ₁	b ₀	b ₃	b ₂	b ₁	b ₀	b ₃	b ₂	b ₁	b ₀	b ₂	b ₁	b ₀	b ₃	b ₂	b ₁	b ₀		
0	0	BANK				m				BANK				m _R				(r)							
0	1	BANK				m				MPH				MPL				(r)							
1	0	BANK				m				BANK				m _R				(r)							
						Logical OR								Logical OR											
		IXH				IXM				IXL				IXH				IXM							
1	1	Setting prohibited																							

- BANK : Bank register
- IX : Index register
- IXE : Index enable flag
- IXH : Bits 10 through 8 of index register
- IXM : Bits 7 through 4 of index register
- IXL : Bits 3 through 0 of index register
- m : Data memory indicated by m_R and m_C
- m_R : Data memory row address
- m_C : Data memory column address
- MP : Memory pointer
- MPE : Memory pointer enable flag
- MPH : High-order 3 bits of memory pointer
- MPL : Low-order 4 bits of memory pointer
- r : General register column address
- RP : General register pointer
- (x) : Contents addressed by x
- x : Direct address such as r

Table 7-2. Instructions Subject to Address Modification

Arithmetic operation	ADD	r, m
	ADDC	
	SUB	m, #n4
	SUBC	
Logical operation	AND	r, m
	OR	
	XOR	m, #n4
Judgment	SKT	m, #n
	SKF	
Compare	SKE	m, #n4
	SKGE	
	SKLT	
	SKNE	
Transfer	LD	r, m
	ST	m, r
	MOV	m, #n4
		@r, m
		m, @r

7.5.3 IXE = 0 and MPE = 0 (No Data Memory Modification)

As shown in Table 7-9, data memory addresses are not affected by the index register and the data memory row address pointer.

(1) Data memory manipulation instructions**Example 1. Execution of “ADD r, m” when general register is in row address 0**

```
R003  MEM  0.03H
M061  MEM  0.61H
      ADD  R003, M061 ; Addition in memories (0.03H) ← (0.03H) + (0.61H)
```

As shown in Figure 7-10, when the above instructions are executed, the data in general register address R003 and data memory address M061 are added together and the result is stored in general register address R003.

(2) Indirect transfer of data in the general register (horizontal indirect transfer)**Example 2. Execution of “MOV @r, m” when general register is in row address 0**

```
R005  MEM  0.05H
M034  MEM  0.34H
      MOV  R005, #8 ; R005 ← 8 (Setting of column address of @r)
      MOV  @R005, M034 ; Indirect transfer of data in the register (0.38H) ← (0.34H)
```

As shown in Figure 7-10, when the above instructions are executed, the data stored in data memory address M034 is transferred to data memory location 38H.

The “MOV @r, m” instruction transfers the contents of the data memory specified by m to a data memory address with the row address same as m and column address specified by @r.

In the above example, therefore, data at M034 is transferred to 38H whose row address is the same as that of M034 (= 3) and column address is specified by the contents of R005 (= 8).

Example 3. Execution of “MOV m, @r” when general register is in row address 0

```

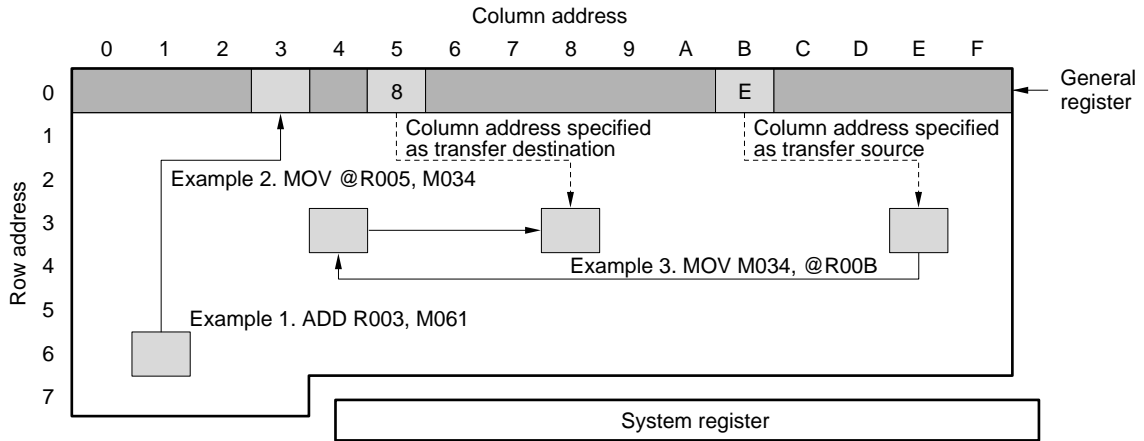
R00B  MEM  0.0BH
M034  MEM  0.34H
      MOV  R00B, #0EH    ; R00B ← 0EH (Setting column address of @r)
      MOV  M034, @R00B  ; Indirect transfer of data in the register (0.34H) ← (0.3EH)
    
```

As shown in Figure 7-10, when the above instructions are executed, the contents of data memory stored at address 3EH is transferred to data memory location M034.

The “MOV m, @r” instruction transfers the contents of the data memory of the address which the column address is specified by @r to a data memory address specified by m.

In the above example, therefore, data at 3EH is transferred to M034 whose row address is the same as that of M034 (= 3) and column address is specified by the contents of R00B (= 0EH).

Figure 7-10. Operation Example When IXE = 0 and MPE = 0



Addresses in Example 1

ADD R003, M061

	Bank	Row address	Column address
Data memory address M	0000	110	0001
General register address R	0000	000	0011

Addresses in Example 2

MOV @R005, M034

	Bank	Row address	Column address
Data memory address M	0000	011	0100
General register address R	0000	000	0101
Indirect transfer address @R	0000	011	1000
		← Same as M	← Contents of R

7.5.4 IXE = 0 and MPE = 1 (Diagonal Indirect Data Transfer)

As shown in Figure 7-9, the indirect data transfer bank and row address specified by @r become the data memory row address pointer value only when general register indirect data transfer instructions (MOV @r, m and MOV m, @r) are used.

Example 1. Execution of “MOV @r, m” when the general register is in row address 0

```

R005 MEM    0.05H
M034 MEM    0.34H
      MOV    MPL, #0110B    ; MP ← 6 (Setting row address of @r)
      MOV    MPH, #1000B    ; MPE ← 1, bank ← 0
      MOV    R005, #8      ; R005 ← 8 (Setting column address of @r)
      MOV    @R005, M034   ; Indirect transfer of data in the register (0.68H) ← (0.34H)

```

As shown in Figure 7-11, when the above instructions are executed, the contents of data memory address M034 is transferred to data memory location 68H.

When the MOV @r, m instruction is executed when MPE = 1, the contents of the data memory address specified by m is transferred to the column address pointed to by the row address @r being pointed to by the memory pointer.

In this case, the indirect address specified by @r becomes the value used for the bank and row address data memory pointer (above example uses row address 6). The column address is the value in the general register address specified by r (above example uses column address 8).

Therefore the address in the above example is 68H.

This example is different from Example 2 in 7.5.3 when MPE = 0 for the following reasons: In this example, the data memory row address pointer is used to point to the indirect address bank and row address specified by @r. (In Example 2 in 7.5.3, the indirect address bank and row address are the same as m.)

By setting MPE = 1, diagonal indirect data transfer can be performed using the general register.

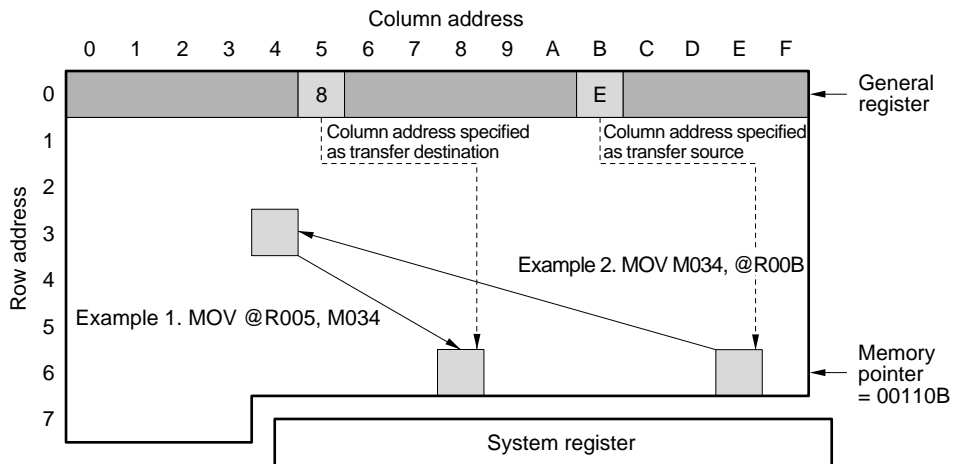
2. Execution of “MOV m, @r” when general register is in row address 0

```

R00B  MEM  0.0BH
M034  MEM  0.34H
      MOV  MPL, #0110B ; MP ← 6 (Setting row address of @r)
      MOV  MPH, #1000B ; MPE ← 1, bank ← 0
      MOV  R00B, #0EH ; R00B ← 0EH (Setting column address of @r)
      MOV  M034, @R00B ; Indirect transfer of data in the register (0.34H) ← (0.6EH)
    
```

As shown in Figure 7-11, when the above instructions are executed, the data stored in address 6EH is transferred to data memory location M034.

Figure 7-11. Operation Example When IXE = 0 and MPE = 1



Addresses in Example 1

MOV @R005, M034

	Bank	Row address	Column address
Data memory address M	0000	011	0100
General register address R	0000	000	0101
Indirect transfer address @R	0000	110	1000
		← Contents of MP	← Contents of R

Addresses in Example 2

MOV M034, @R00B

	Bank	Row address	Column address
Data memory address M	0000	011	0100
General register address R	0000	000	1011
Indirect transfer address @R	0000	110	1110
		← Contents of MP	← Contents of R

7.5.5 IXE = 1 and MPE = 0 (Index Modification)

As shown in Figure 7-9, when a data memory manipulation instruction is executed, any bank or address in data memory specified by m can be modified using the index register.

When indirect data transfer using the general register (MOV @r, m or MOV m, @r) is executed, the indirect transfer bank and address specified by @r can be modified using the index register.

Address modification is done by performing an OR operation on the data memory address and the index register. The data memory manipulation instruction being executed manipulates data in the memory location pointed to by the result of the operation (called the real address).

An example is shown below.

Example 1. Execution of “ADD r, m” when the general register is in row address 0

```

R003  MEM    0.03H
M061  MEM    0.61H
      MOV    IXL, #0010B          ; IX ← 00000010010B
      MOV    IXM, #0001B          ;
      MOV    IXL, #0000B          ; MPE ← 0
      OR     PSW, #.DF.IXE AND 0FH ; IXE ← 1
      ADD   R003, M061           ; (0.03H) ← (0.03H) + (0.73H)
    
```

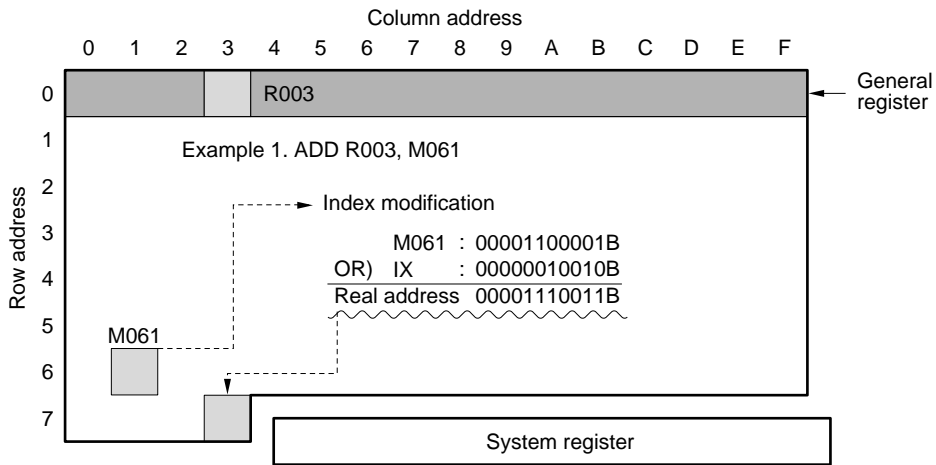
As shown in Figure 7-12, when the instructions of example 1 are executed, the value in data memory address 73H (real address) and the value in general register address R003 (address 03H) are added together and the result is stored in general register address R003.

When the ADD r, m instruction is executed, the data memory address specified by m (address 61H in above example) is index modified.

Modification is done by performing an OR operation on data memory location M061 (address 61H, binary 00001100001B) and the index register (00000010010B in the above example). The result of the operation (00001110011B) is used as a real address (address 73H) by the instruction being executed.

As compared to when IXE = 0 (Examples in 7.5.3), in this example the data memory address being directly specified by m is modified by performing an OR operation on m and the index register.

Figure 7-12. Operation Example When IXE = 1 and MPE = 0



Addresses in Example 1

ADD R003, M061

		Bank	Row address	Column address
Data memory address M		0000	110	0001
General register address R		0000	000	0011
Index modification	M061	0000	110	0001
		← BANK m →		
	IX	0000	001	0010
		← IXH IXM IXL →		
	Real address (OR operation)	0000	111	0011

Instruction is executed using this address.

Example 2. Indirect data transfer using the general register (Execution of “MOV @r, m”)

```

R005 MEM 0.05H
M034 MEM 0.34H
MOV IXL, #0001B ; Column address ← 5 (OR of 4 and 1)
MOV IXM, #0000B ; Row address ← 3 (OR of 3 and 0)
MOV IXH, #0000B ; MPE ← 0, bank ← 0 (OR of 0 and 0)
OR PSW, #.DF.IXE AND 0FH ; IXE ← 1
MOV R005, #8 ; R005 ← 8 (Setting column address of @r)
MOV @R005, M034 ; Indirect data transfer using the register
; (0.38H) ← (0.35H)
    
```

As shown in Figure 7-13, when the above instructions are executed, the contents of data memory address 35H is transferred to data memory location 38H.

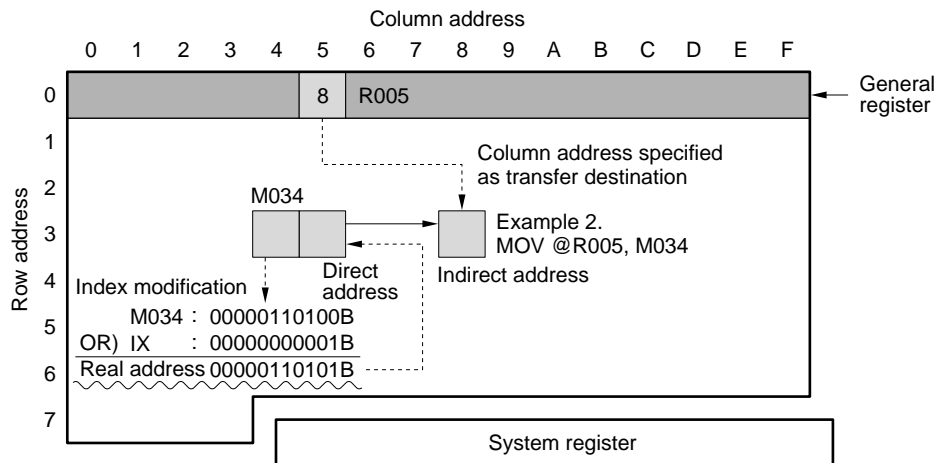
When the MOV @r, m instruction is executed when IXE = 1, the data memory address specified by m (direct address) is modified using the contents of the index register. The bank and row address of the indirect address specified by @r are also modified using the index register.

The bank, row address, and column address specified by m (direct address) are all modified, and the bank and row address specified by @r (indirect address) are modified.

Therefore, in the above example the direct address is 35H and the indirect address is 38H.

This example is different from Example 3 in 7.5.3 when IXE = 0 for the following reasons: In this example, the bank, row address and column address of the direct address specified by m are modified using the index register. The general register is transferred to the address specified by the column address of the modified data memory address and the same row address. (In Example 3 in 7.5.3, the direct address is not modified.)

Figure 7-13. Operation Example When IXE = 1 and MPE = 0



Example 3. Clearing data memory of 00H-0FH to 0

```

M000 MEM 0.00H
      MOV IXL, #0           ; IX ← 0
      MOV IXM, #0          ;
      MOV IXH, #0          ; MPE ← 0
LOOP:
      OR  PSW, #.DF.IXE AND 0FH ; IXE ← 1
      MOV M000, #0         ; Set data memory specified by IX to 0
      INC IX               ; IX ← IX + 1
      AND PSW, #1110B     ; IXE ← 0, Remains address 7FH even if modified
                          ; by IX because IXE is address 7FH.
      SKE IXM, #7         ; Row address 7 ?
      BR  LOOP            ; If not 7 then LOOP (row address is not cleared)
    
```

4. Processing an array

As shown in Figure 7-14, when an operation

$$A(N) \leftarrow A(N) + 4 \quad (0 \leq N \leq 15)$$

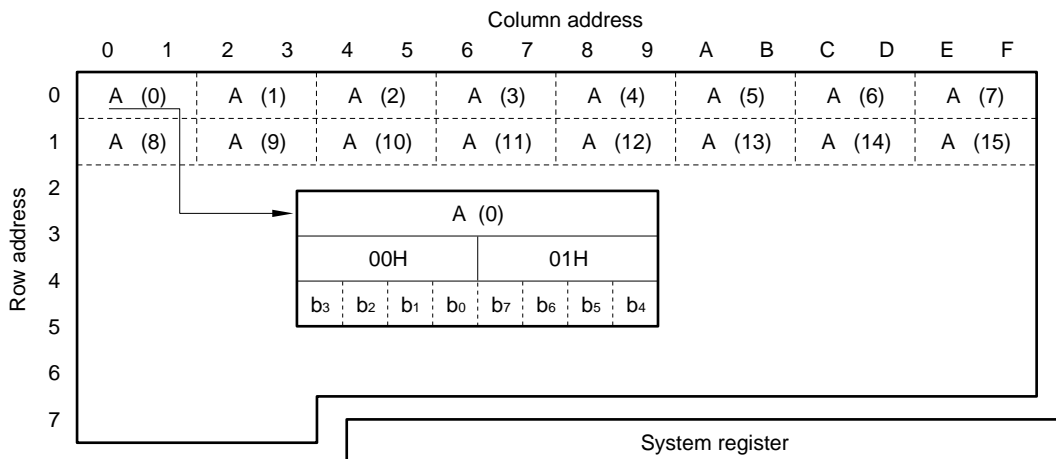
is executed to element A (N) of a one-dimensional array with each element 8 bits long, the following instructions are executed.

```

M000 MEM 0.00H
M001 MEM 0.01H
      MOV IXH, #0
      MOV IXM, #N SHR 3    ; Sets offset of row address
      MOV IXL, #N SHL 1 AND 0FH ; Sets offset of column address
      OR  PSW, #.DF.IXE AND 0FH ; IXE ← 1
      ADD M000, #4
      ADDC M001, #0        ; A(N) ← A(N) + 4
    
```

In the above example, the value of N shifted 1 bit to the left (i.e., the value of N multiplied by 2) is set to the index register because one element is 8 bits long.

Figure 7-14. Operation Example When IXE = 1 and MPE = 0 (Array Processing)



7.6 GENERAL REGISTER POINTER (RP)

7.6.1 General Register Pointer Configuration

Figure 7-15 shows the configuration of the general register pointer.

Figure 7-15. General Register Pointer Configuration

Address	7DH				7EH			
Name	General register pointer (RP)							
Symbol	RPH				RPL			
Bit	b ₃	b ₂	b ₁	b ₀	b ₃	b ₂	b ₁	b ₀
Flag								B C D
Data	0	0	0					
	← (RP) →							
Initial value when reset	0				0			

As shown in Figure 7-15, the general register pointer consists of seven bits; four bits in system register address 7DH (RPH) and the high-order 3 bits of system register address 7EH (RPL). However, since the high-order 3 bits of address 7DH are always set to 0, the register effectively consists of four bits; the least significant bit of address 7DH and the high-order 3 bits of address 7EH.

All register bits are cleared to 0 at reset.

★ 7.6.2 Functions of the General Register Pointer

The general register pointer is used to specify the location of the general register in data memory. For the general register, see CHAPTER 8 GENERAL REGISTER (GR).

The general register consists of 16 nibbles in any single row of data memory. As shown in Figure 7-16, the general register pointer is used to indicate which row address is being used as the general register.

Since the general register pointer effectively consists of four bits, the data memory row addresses in which the general register can be placed are address 0H to 7H of BANK0 and BANK1. In other words, any row in data memory can be specified as the general register.

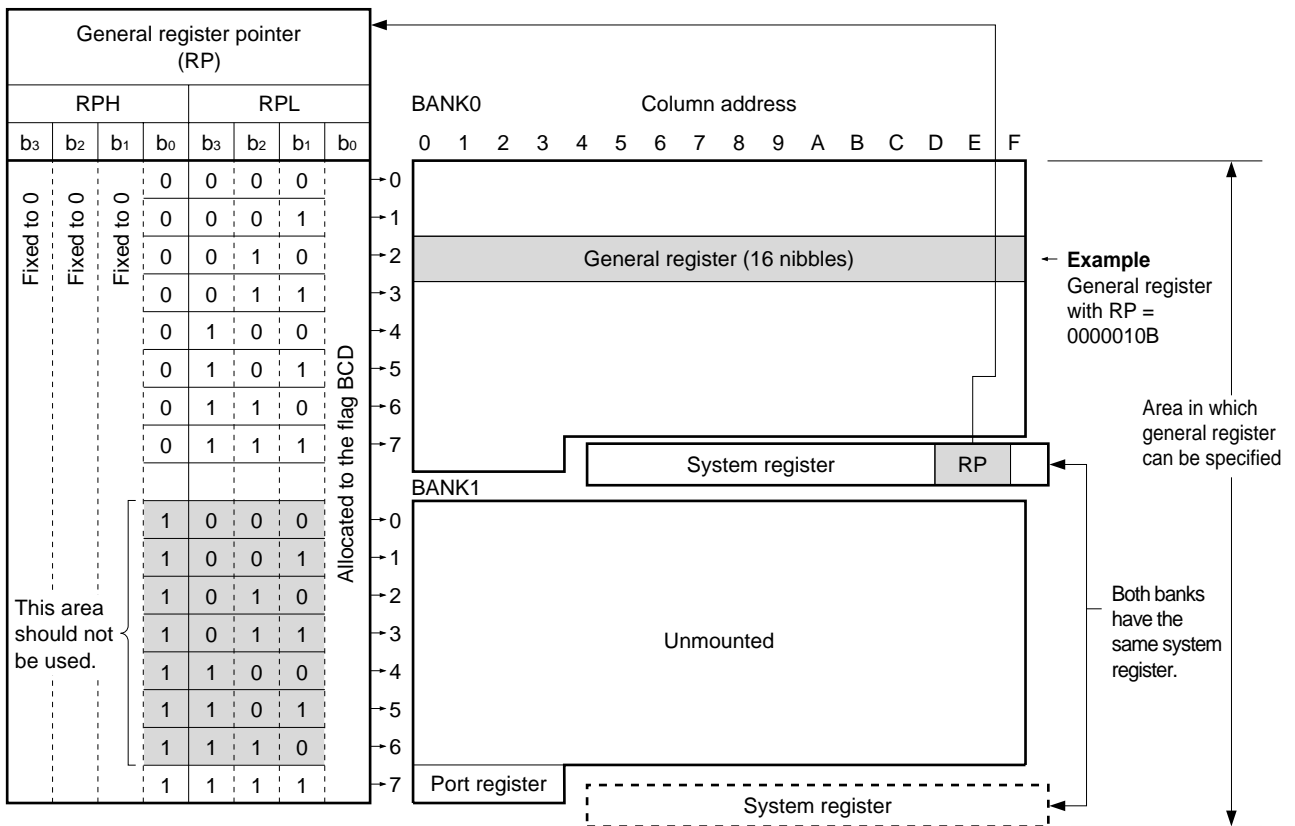
With the general register allocated in data memory, data can be transferred to and from, and arithmetic operations can be performed on the general register and data memory.

Note that row addressed 0H to 6H of BANK1 are unmounted memory locations and should therefore not be specified as locations for the general register.

For example, when instructions such as
 ADD r,m and LD r,m

are executed, instruction operand r can specify an address in the general register and m specifies an address in data memory. In this way, operations like addition and data transfer can be performed on and between data memory and the general register.

Figure 7-16. General Register Configuration



7.7 PROGRAM STATUS WORD (PSWORD)

7.7.1 Program Status Word Configuration

Figure 7-17 shows the configuration of the program status word.

Figure 7-17. Program Status Word Configuration

Address	7EH				7FH			
Name	(RP)				Program status word (PSWORD)			
Symbol	RPL				PSW			
Bit	b ₃	b ₂	b ₁	b ₀	b ₃	b ₂	b ₁	b ₀
Data				B C D	C M P	C Y	Z	I X E
Initial value when reset	0				0			

As shown in Figure 7-17, the program status word consists of five bits; the least significant bit of system register address 7EH (RPL) and all four bits of system register address 7FH (PSW).

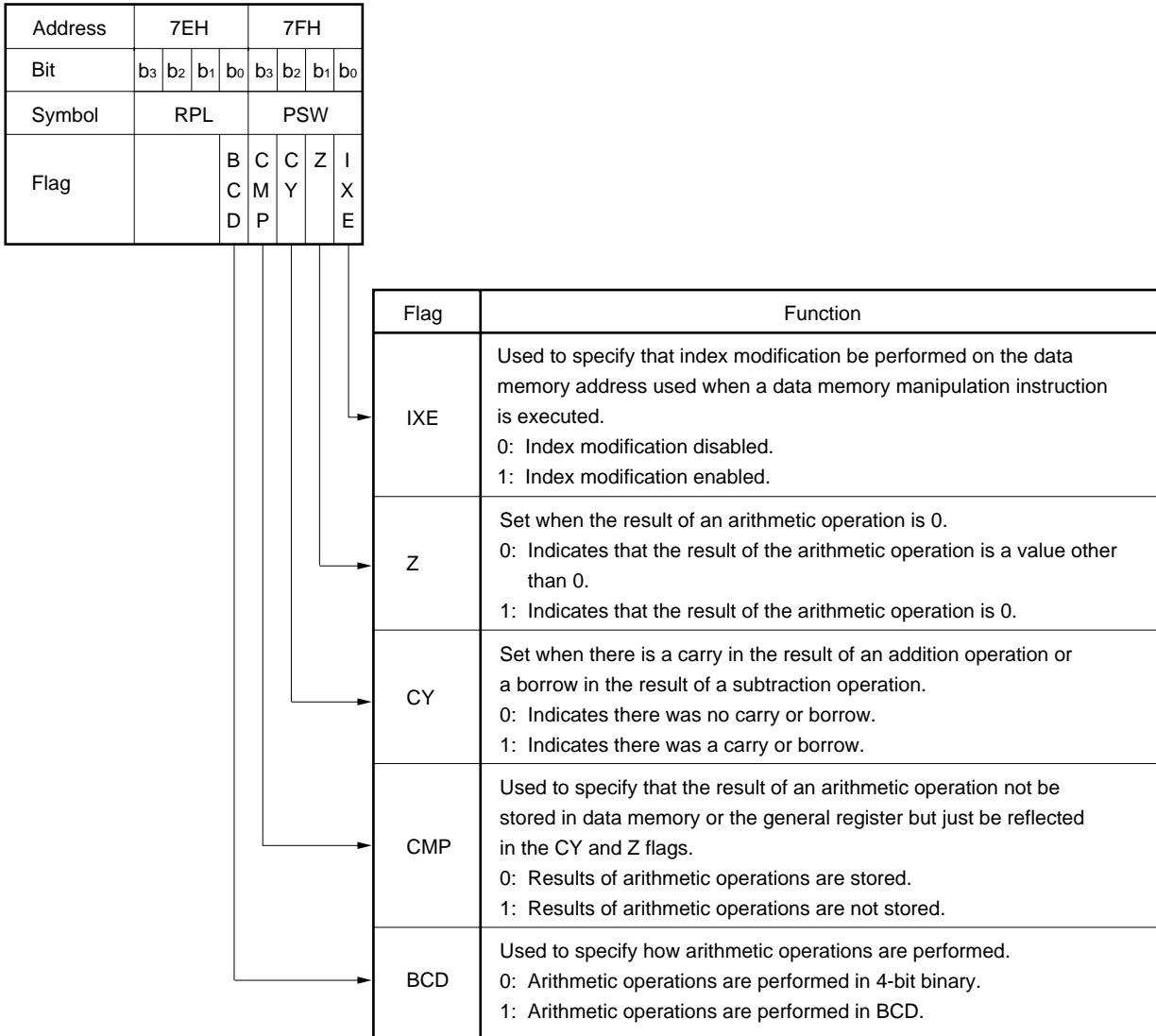
The program status word is divided into the following 1-bit flags: Binary coded decimal flag (BCD), compare flag (CMP), carry flag (CY), zero flag (Z), and the index enable flag (IXE).

★ All register bits are cleared to 0 at reset and after the contents of the interrupt stack register have been saved.

7.7.2 Functions of the Program Status Word

The flags of the program status word are used for setting conditions for arithmetic operations and data transfer instructions and for reflecting the status of operation results. Figure 7-18 shows an outline of the functions of the program status word.

Figure 7-18. Outline of Functions of the Program Status Word



7.7.3 Index Enable Flag (IXE)

The IXE flag is used to specify index modification on the data memory address when a data memory manipulation instruction is executed.

When the IXE flag is set to 1, an OR operation is performed on the data memory address and the index register (IX), and executes an instruction to the data memory with the result of the OR operation as the real address.

For a more detailed explanation, see **7.5 INDEX REGISTER (IX) AND DATA MEMORY ROW ADDRESS POINTER (MEMORY POINTER: MP)**.

7.7.4 Zero Flag (Z) and Compare Flag (CMP)

The Z flag indicates that the result of an arithmetic operation is 0. The CMP flag is used to specify that the result of an arithmetic operation not be stored in data memory or the general register.

Table 7-3 shows how the CMP flag affects the setting and resetting of the Z flag.

Table 7-3. Zero Flag (Z) and Compare Flag (CMP)

Conditions	When CMP flag	When CMP flag is 1
When the result of an arithmetic operation is a value 0	Z ← 1	Z flag remains unchanged
When the result of an arithmetic operation is other than 0	Z ← 0	Z ← 0

The Z flag and the CMP flag are used for comparing values in the general register and data memory. The Z flag is only affected by arithmetic operations. The CMP flag is only affected by bit evaluation.

Example of comparing 12-bit data

; Are 12-bit data stored in M001, M002, and M003 equal to 456H?

CMP456:

```

SET2    CMP, Z
SUB     M001, #4    ; Data stored to M001, M002, and M003 are not lost
SUB     M002, #5
SUB     M003, #6
; CLR1  CMP       ; CMP is automatically cleared by bit judgement instruction
SKT1    Z
BR      DIFFER    ; ≠ 456 H
BR      AGREE     ; = 456 H
    
```

7.7.5 Carry Flag (CY)

The CY flag shows that there is a carry in the result of an addition operation or a borrow in the result of a subtraction operation.

The CY flag is set (CY = 1) when there is a carry or borrow in the result and reset (CY = 0) when there is no carry or borrow in the result.

When the RORC r instruction (contents in the general register specified to by r is shifted right one bit) is executed, the following occurs: the value in the CY flag just before execution of the instruction is shifted to the most significant bit of the general register and the least significant bit is shifted to the CY flag.

The CY flag is also useful for when the user wants to skip the next instruction when there is a carry or borrow in the result of an operation.

★ The CY flag is only affected by arithmetic operations and rotations and not affected by the CMP flag.

7.7.6 Binary-Coded Decimal Flag (BCD)

The BCD flag is used for BCD operations.

When the BCD flag is set (BCD = 1), all arithmetic operations will be performed in BCD. When the BCD flag is reset (BCD = 0), arithmetic operations are performed in 4-bit binary.

The BCD flag does not affect logical operations, bit judgement, comparison judgement or rotations.

7.7.7 Notes Concerning Use of Arithmetic Operations

When performing arithmetic operations (addition and subtraction) on the program status word (PSWORD), the following point should be kept in mind.

When an arithmetic operation is performed on the program status word, the result is stored in the program status word.

Below is an example.

```
Example  MOV    PSW, #0001B
          ADD    PSW, #1111B
```

When the above instructions are executed, a carry is generated which should cause bit 2 (CY flag) of PSW to be set. However, the result of the operation (0000B) is stored in PSW, meaning that CY does not get set.

7.8 NOTES CONCERNING USE OF THE SYSTEM REGISTER

7.8.1 Reserved Words for the System Register

Because the system register is allocated in data memory, it can be used in any of the data memory manipulation instructions. As shown in Example 1 (using a 17K Series Assembler AS17K), because a data memory address can not be directly coded in an instruction operand, it needs to be defined as a symbol beforehand.

The system register is data memory, but has specialized functions which make it different from general-purpose data memory. Therefore, the system register is used by defining it beforehand with symbols (used as reserved words) in the assembler (AS17K).

Reserved words for the system register are allocated in address 74H to 7FH. They are defined by the symbols (AR3, AR2, ..., PSW) shown in Figure 7-2.

As shown in Example 2, if these reserved words are used, it is not necessary to define symbols.

For information concerning reserved words, see **CHAPTER 20 ASSEMBLER RESERVED WORDS**.

- Example 1.**
- | | | |
|----------|--------------|---|
| MOV | 34H, #0101B | ; Using a data memory address like 34H or 76H will cause an |
| MOV | 76H, #1010B | ; error in the assembler. |
| M037 MEM | 0.37H | ; Addresses in general data memory need to be defined as |
| MOV | M037, #0101B | ; symbols using the MEM directive. |
- 2.**
- | | | |
|-----|-------------|--|
| MOV | AR1, #1010B | ; By using the reserved word AR1 (address 6H), there is no need |
| | | ; to define the address as a symbol. |
| | | ; Reserved word AR1 is defined in a device file with the directive |
| | | ; "AR1 MEM 0.76H". |

Assembler AS17K has the below flag symbol manipulation instructions defined internally as macros.

- | | |
|---------|-----------------------------|
| SETn | : Set a flag to 1 |
| CLRn | : Reset a flag to 0 |
| SKTn | : Skip when all flags are 1 |
| SKFn | : Skip when all flags are 0 |
| NOTn | : Invert a flag |
| INITFLG | : Initialize a flag |

By using these embedded macro instructions, data memory can be handled as flags as shown below in Example 3.

The functions of the program status word and the memory pointer enable flag are defined in bit units (flag units) and each bit has a reserved word defined for it. These reserved words are MPE, BCD, CMP, CY, Z and IXE.

If these flag reserved words are used, the embedded macro instructions can be used as shown in Example 4.

Example 3. F0003 FLG 0.00.3 ; Flag symbol definition
 SET1 F0003 ; Embedded macro

Expanded macro

```
OR .MF.F0003 SHR 4, #.DF.F0003 AND 0FH
; Set bit 3 of address 00H of BANK0
```

4. SET1 BCD ; Embedded macro

Expanded macro

```
OR .MF.BCD SHR 4, #.DF.BCD AND 0FH
; Set the BCD flag
; BCD is defined as "BCD FLG 0.7EH.0"
```

CLR2 Z, CY ; Identical address flag

Expanded macro

```
AND .MF.Z SHR 4, #.DF. (NOT (Z OR CY) AND 0FH)
```

CLR2 Z, BCD ; Different address flag

Expanded macro

```
AND .MF.Z SHR 4, #.DF. (NOT Z AND 0FH)
AND .MF.BCD SHR 4, #.DF. (NOT BCD AND 0FH)
```

7.8.2 Handling of System Register Addresses Fixed at 0

In dealing with system register area fixed at 0 (see **Figure 7-2**), there are a few points for which caution should be taken with regard to device, emulator and assembler operation.

Items (1), (2) and (3) explain these points.

(1) Concerning device operation

Trying to write data to an address fixed at 0 will not change the value (0) at that address. Any attempt to read an address fixed at 0 will result in the value 0 being read.

(2) When using a 17K series in-circuit emulator (IE-17K or IE-17K-ET)

An error will be generated if a write instruction attempts to write 1 to an address fixed at 0.

Below is an example of the type of instructions that will cause the in-circuit emulator to generate an error.

Example 1. MOV BANK, #0100B ; Attempts to write 1 to bit 3 (an address fixed at 0).

```

2. MOV IXL, #1111B ;
   MOV IXM, #1111B ;
   MOV IXH, #0001B ; Attempts to write 1 to bit 0 (an address fixed at 0).
   ADD IXL, #1 ;
   ADDC IXM, #0 ;
   ADDC IXH, #0 ; Attempts to write 1 to bit 0 (an address fixed at 0) as a result of
   operation.
```

However, when all valid bits are set to 1 as shown in Example 2, executing the instructions INC AR or INC IX will not cause an error to be generated by the in-circuit emulator. This is because when all valid bits of the address register and index register are set to 1, executing the INC instruction causes all bits to be set to 0. The only time the in-circuit emulator will not generate an error when an attempt is made to write the value 1 to an address fixed at 0 is when the address being written to is in the address register.

(3) When using a 17K series assembler (AS17K)

No error is output when an attempt is made to write 1 to an address fixed at 0. The instruction shown in Example 1

```
MOV BANK, #0100B
```

will not cause an assembler error. However, when the instruction is executed in the in-circuit emulator, an error is generated.

The following is the reason why an error is not generated in the assembler: the assembler does not know what data memory address is the object of the data memory manipulation instruction being executed.

The assembler generates an error only when the value *n* in the embedded macro BANK*n* is a value greater than 2:

This is because the assembler judges that embedded macros other than BANK0 and 1 cannot be used in the μ PD17134A subseries.

[MEMO]

CHAPTER 8 GENERAL REGISTER (GR)

The general register (GR) is allocated in data memory. It can therefore be used directly for arithmetic operations and transferring data.

8.1 GENERAL REGISTER CONFIGURATION

Figure 8-1 shows the configuration of the general register.

As shown in Figure 8-1, 16 nibbles in a single row address in data memory (16×4 bits) are used as the general register.

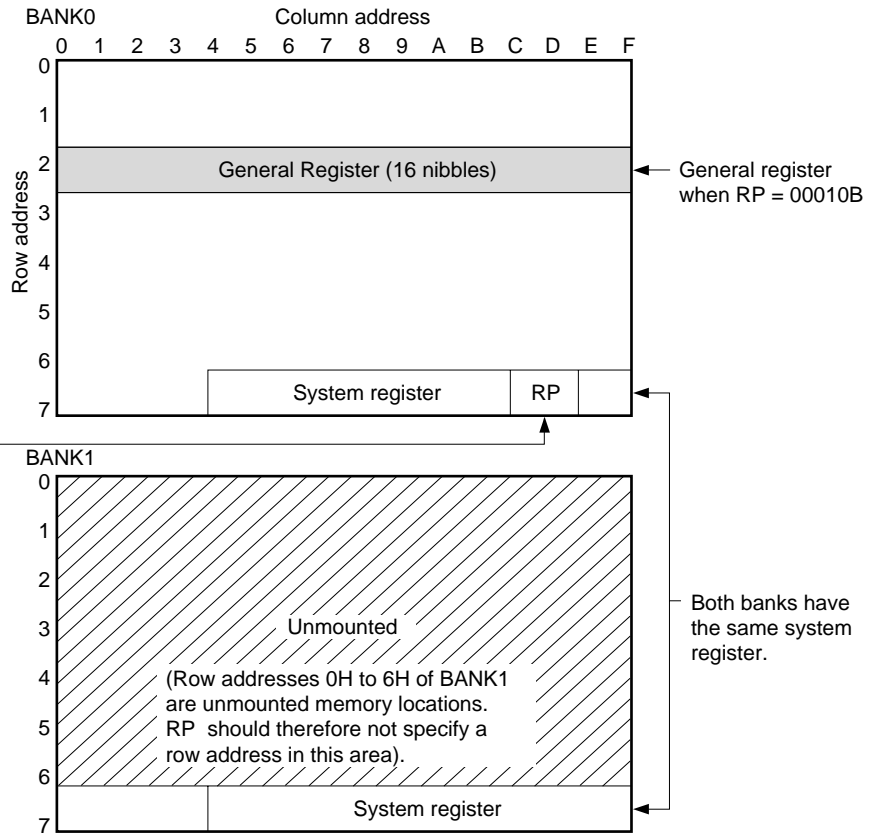
The register pointer (RP) in the system register is used to indicate which row address is to be used as the general register. Since the general register pointer effectively has four valid bits, the data memory row addresses in which the general register can be allocated are addresses 0H to 7H of BANK0 and BANK1. However, note that row addresses 0H to 6H of BANK1 are unmounted area and should therefore not be specified as locations for the general register.

8.2 FUNCTIONS OF THE GENERAL REGISTER

The general register can be used in transferring data to and from data memory and in performing arithmetic operations with data memory within an instruction. In effect, since the general register is data memory, this just means that operations such as arithmetic operations and data transfer can be performed on and between locations in data memory. In addition, because the general register is allocated in data memory, it can be controlled in the same manner as other areas in data memory through the use of data memory manipulation instructions.

Figure 8-1. General Register Configuration

The general register pointer (RP) can be used to specify any row address in address locations 0H to 7H of BANK0 and BANK1. However, note that row addresses 0H to 6H of BANK1 are unmounted memory locations and should therefore not be specified.



Address	7DH				7EH			
Name	General register pointer (RP)							
Symbol	RPH				RPL			
Bits	b ₃	b ₂	b ₁	b ₀	b ₃	b ₂	b ₁	b ₀
Data	0	0	0					B C D
Reset	0	0	0	0	0	0	0	0

CHAPTER 9 REGISTER FILE (RF)

The register file is a register used mainly for specifying conditions for peripheral hardware.

9.1 REGISTER FILE CONFIGURATION

9.1.1 Configuration of the Register File

Figure 9-1 shows the configuration of the register file.

As shown in Figure 9-1, the register file is a register consisting of 128 nibbles (128 words \times 4 bits).

In the same way as with data memory, the register file is divided into addresses in 4-bit units. It has a total of 128 nibbles specified in row addresses from 0H to 7H and column addresses from 0H to 0FH.

Address 00H to 3FH define an area called the control register.

9.1.2 Relationship between the Register File and Data Memory

Figure 9-2 shows the relationship between the register file and data memory.

As shown in Figure 9-2, the register file overlaps with data memory in addresses 40H to 7FH.

This means that the same memory exists in register file addresses 40H to 7FH and in data memory bank addresses 40H to 7FH.

Assuming that the current bank is BANK0, register file addresses 40H to 7FH are equivalent to addresses 40H to 7FH of BANK0 in data memory. When the current bank is BANK1, register file addresses 40H to 7FH are equivalent to address 40H to 7FH of BANK1 in data memory.

Figure 9-1. Register File Configuration

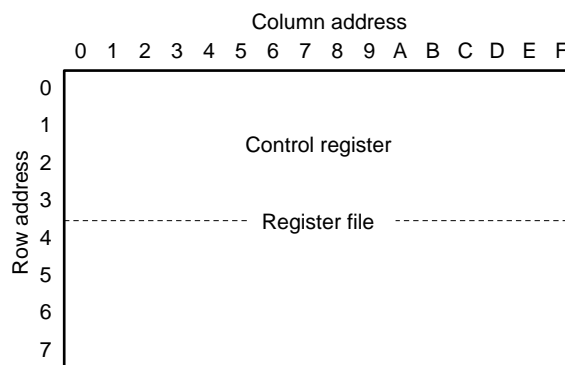
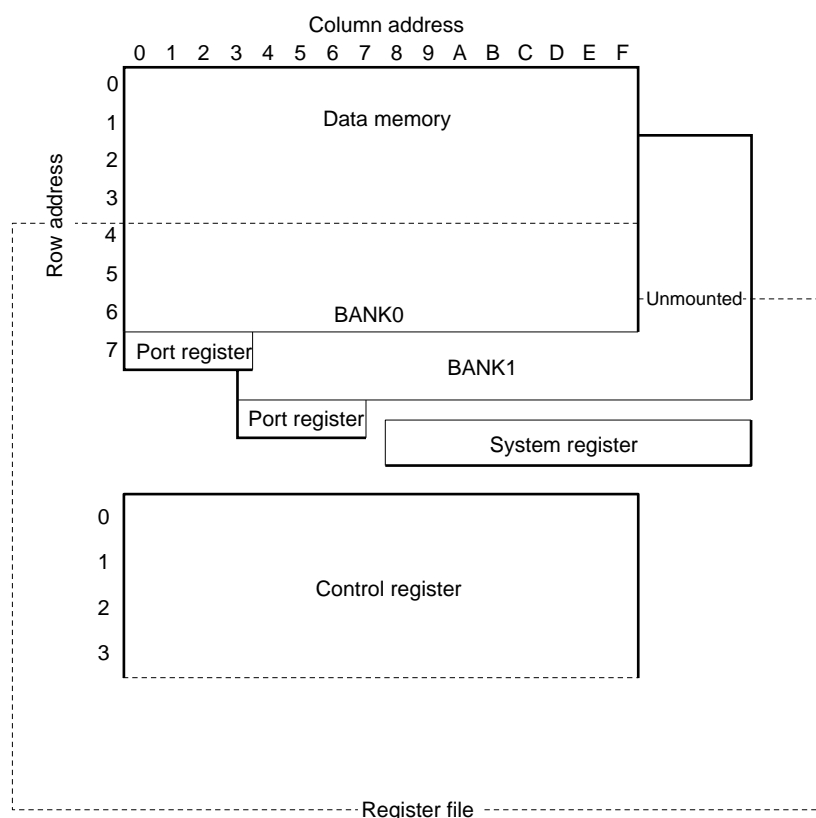


Figure 9-2. Relationship Between the Register File and Data Memory



9.2 FUNCTIONS OF THE REGISTER FILE

9.2.1 Functions of the Register File

The register file is mainly used as a control register for specifying conditions for peripheral hardware.

This control register is allocated within the register file at addresses 00H to 3FH.

The rest of the register file (40H to 7FH) overlaps with data memory. As shown in 9.2.3, because of this overlap, this area of the register file is the same as normal memory with one exception: The register file manipulation instructions PEEK and POKE can be used with this area of memory but not with normal data memory.

9.2.2 Functions of Control Register

The peripheral hardware whose conditions can be controlled by control registers is listed below.

For details concerning peripheral hardware and the control register, see the section for the peripheral hardware concerned.

- Stack pointer (SP)
- Power-down reset
- 8-bit timer counter (TM0, TM1)
- AC zero cross detector (ZCROSS)
- A/D converter
- Basic interval timer (BTM)
- Ports
- Interrupt functions
- Serial interface (SIO)

9.2.3 Register File Manipulation Instructions

Reading and writing data from and to the register file is done using the window register (WR: address 78H) located in the system register.

Reading and writing of data is performed using the following dedicated instructions:

PEEK WR, rf: Read the data in the address specified by rf and put it into WR.

POKE rf, WR: Write the data in WR into the address specified by rf.

Below is an example using the PEEK and POKE instructions.

Example	RF02	MEM0.82H	; Symbol definition
	RF1F	MEM0.9FH	; Register file addresses 00H to 3FH must be defined with
	RF53	MEM0.53H	; symbols as BANK0 addresses 80H to BFH.
	RF6D	MEM0.6DH	; See 9.4 NOTES CONCERNING USE OF THE REGISTER FILE
	RF70	MEM1.70H	; for details.
	RF71	MEM1.71H	;
	BANK0		
	①	PEEK	WR, RF02 ;
	②	POKE	RF1F, WR ;
	③	PEEK	WR, RF53 ;
	④	POKE	RF6D, WR ;
	BANK1		
	⑤	PEEK	WR, RF02 ;
	⑥	POKE	RF1F, WR ;
	⑦	PEEK	WR, RF70 ;
★	⑧	POKE	RF72, WR ;

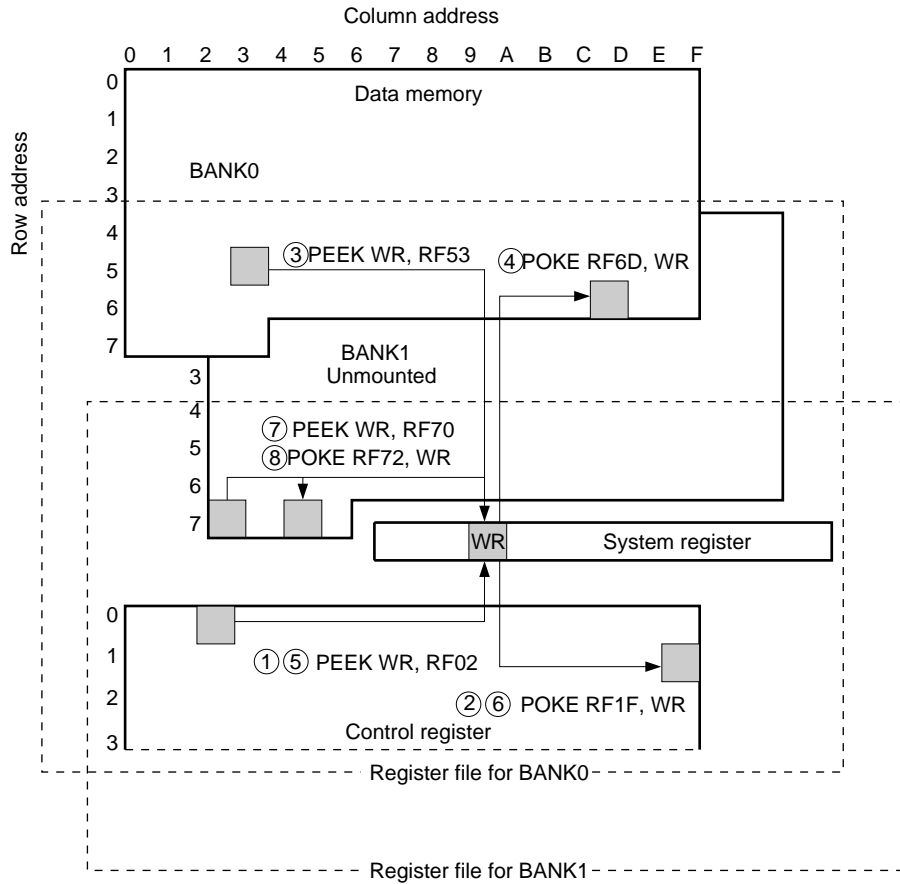
Figure 9-3 shows an example of register file operation.

As shown in Figure 9-3, reading and writing of data to and from the control register (addresses 00H to 3FH) is performed using the “PEEK WR, rf” and “POKE rf, WR” instructions. Data within the control register specified using rf can be read from and written to the control register, only by using these instructions with the window register.

The fact that the register file overlaps with data memory in addresses 40H to 7FH has the following effect: When a “PEEK WR, rf” or “POKE rf, WR” instruction is executed, the effect is the same as if they were being executed on the data memory address (in the current bank) specified by rf.

Addresses 40H to 7FH of the register file can be operated by normal memory manipulation instructions.

Figure 9-3. Accessing the Register File Using the PEEK and POKE Instructions



9.3 CONTROL REGISTER

Figure 9-4 shows the configuration of the control register.

As shown in Figure 9-4, the control register consists of 64 nibbles (64 X 4 bits) allocated in register file addresses 00H to 3FH.

However, only 26 nibbles are actually used. The remaining 38 nibbles are allocated for registers which have not yet been implemented. Data should not be read from or written to this area.

There are two types of registers, both of which occupy one nibble of memory. One type is read/write (R/W), and the other is read-only (R).

Note that within the read/write (R/W) flags, there exists a flag that will always be read as 0.

The following read/write (R/W) flags are those flags which will always be read as 0:

- WDTRES (RF: 03H, bit 3)
- WDTEN (RF: 03H, bit 0)
- TM0RES (RF: 11H, bit 2)
- TM1RES (RF: 12H, bit 2)
- BTMRES (RE: 13H, bit 2)
- ADCSTRT (RF: 20H, bit 0)

Within the four bits of data in a nibble, there are bits which are fixed at 0 and will therefore always be read as 0. These bits remain fixed at 0 even when an attempt is made to write to them.

Attempting to read data in the unused register address area (38 nibbles) will yield unpredictable values. In addition, attempting to write to this area has no effect.

9.4 NOTES CONCERNING USE OF THE REGISTER FILE

9.4.1 Notes Concerning Operation of the Control Register (Read-Only and Unused Registers)

It is necessary to take note of the following notes concerning device operation and use of the 17K Series assembler (AS17K) and in-circuit emulator (IE-17K or IE-17K-ET) with regard to the read-only (R) and unused registers in the control register (register file addresses 00H to 3FH).

(1) Device operation

Writing to a read-only register has no effect.

Attempting to read data from an address in the unused data area will yield an undefined value. Attempting to write to an address in the unused data area has no effect.

(2) During use of the assembler (AS17K)

An error will be generated if an attempt is made to write to a read-only register.

An error will also be generated if an attempt is made to read from or write to an address in the unused data area.

(3) During use of the in-circuit emulator (IE-17K or IE-17K-ET) (operation during patch processing and similar operations)

Attempting to write to a read-only register has no effect. No error is generated.

Attempting to read data from an address in the unused data area will yield an undefined value. Attempting to write to an address in the unused data area has no effect. No errors are generated.

9.4.2 Register File Symbol Definitions and Reserved Words

Attempting to use a numerical value in a 17K Series assembler (AS17K) to specify a register file address in the rf operand of the "PEEK WR, rf" or "POKE rf, WR" instructions will cause an error to be generated.

Therefore, as shown in Example 1, register file addresses need to be defined beforehand as symbols.

Example 1. Case which causes an error to be generated

```
PEEK WR, 02H      ;
POKE 21H, WR      ;
```

Case in which no error is generated

```
RF71 MEM0.71H    ; Symbol definition
PEEK WR, RF71    ;
```

Caution should especially be taken with regard to the following point:

- When using a symbol to define the control register as an address in data memory, it needs to be defined as addresses 80H to BFH of BANK0.

Since the control register is manipulated using the window register, any attempt to manipulate the control register other than by using the "PEEK" and "POKE" instructions needs to cause an error in the assembler.

However, note that any address in the area of the register file overlapping with data memory (addresses 40H to 7FH) can be defined as a symbol in the same manner as with normal data memory.

An example is given below.

```

Example 2.  RF71    MEM        1.71H    ; Register file overlapping with data memory
              RF02    MEM        0.82H    ; Control register

              BANK0
              PEEK    WR, RF71    ; RF71 becomes address 71H in BANK0.
              PEEK    WR, RF02    ; RF02 becomes address 02H in the control register.

              BANK1
              PEEK    WR, RF71    ; RF71 becomes address 71H in BANK1.
              PEEK    WR, RF02    ; RF02 becomes address 02H in the control register.
    
```

The assembler (AS17K) has the below flag symbol manipulation instructions defined internally as macros.

```

SETn      : Set a flag to 1
CLRn      : Reset a flag to 0
SKTn      : Skip when all flags are 1
SKFn      : Skip when all flags are 0
NOTn      : Invert a flag
INITFLG   : Initialize a flag
    
```

By using these embedded macro instructions, the contents of the register file can be manipulated in 1-bit unit.

Due to the fact that most of control register consists of 1-bit flags, the assembler (AS17K) has reserved words for use with these flags.

However, note that there is no reserved word for the stack pointer for its use as a flag. The only reserved word used for the stack pointer is the reserved word "SP", for its use as data memory. For this reason, none of the above flag manipulation instructions can be used with the stack pointer.

Figure 9-4. Control Register Configuration (1/2)

Column address																																									
Row address	Item	0				1				2				3				4				5				6				7											
0 (8)	Symbol																																								
	When reset					0	1	0	1	0	0	0	0	0	0	0	0	0	0	0	0																				
	Read/Write					R/W				R/W				R/W																											
1 (9)	Symbol																																								
	When reset	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0																								
	Read/Write	R/W				R/W				R/W				R/W																											
2 (A)	Symbol																																								
	When reset	0	0	0	0	0	0	0	0	0	0	0	0																												
	Read/Write	R/W				R/W		R		R/W																															
3 (B)	Symbol																																								
	When reset																																								
	Read/Write																																								

Remark The address in parentheses apply when the AS17K assembler is used.
 The names of all the flags in the control registers are assembler reserved words saved in the device file. Using these reserved words is useful in programming. (See **CHAPTER 20 ASSEMBLER RESERVED WORDS.**)

Figure 9-4. Control Register Configuration (2/2)

8			9			A			B			C			D			E			F											
									T M O S E L	0	0	S I O E N	0	0	P 0 B G P U	P 0 A G P U							0	0	0	I N T						
									0	0	0	0	0	0	0	0							0	0	0	Note						
									R/W			R/W										R										
									P 0 C C I D I	P 0 C C I D I	P 0 C C I D I	P 0 C C I D I	P 0 C C I D I	P 0 C C I D I	P 0 C C I D I	P 0 C C I D I	0	0	0	Z C R O S S				0	0	0	I E G M D 1	I E G M D 0				
									0	0	0	0	0	0	0	0	0	0	0	0				0	0	0	0	0	0	0	0	
									R/W			R/W				R/W							R/W									
									P 0 D B I O	P 0 D B I O	P 0 D B I O	P 0 D B I O	0	P 1 A G I O	P 0 B G I O	P 0 A G I O				I P S I O	0	0	0	I P B T M	I P T M 1	I P T M 0	I P T M 0					
									0	0	0	0	0	0	0	0				0	0	0	0	0	0	0	0	0	0	0	0	
									R/W			R/W				R/W				R/W				R/W								
												I R Q S I O	0		I R Q B T M	0			I R Q T M 1	0			I R Q T M 0	0					I R Q			
									0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0
									R/W			R/W				R/W				R/W				R/W								

Note The value of the INT flag changes every moment according to the status of the INT pin.

CHAPTER 10 DATA BUFFER (DBF)

The data buffer consists of four nibbles allocated in addresses 0CH to 0FH in BANK0.

The data buffer acts as a data storage area for the CPU peripheral circuit (address register, serial interface, timer 0, timer1, basic internal timer, and A/D converter) through use of the GET and PUT instructions. It also acts as data storage used for receiving and transferring data. By using the MOV_T, DBF, and @AR instructions, fixed data in program memory can be read into the data buffer.

10.1 DATA BUFFER CONFIGURATION

Figure 10-1 shows the allocation of the data buffer in data memory.

As shown in Figure 10-1, the data buffer is allocated in address locations 0CH to 0FH in BANK0 and consists of a total of 16 bits (4 × 4 bits).

Figure 10-1. Allocation of the Data Buffer

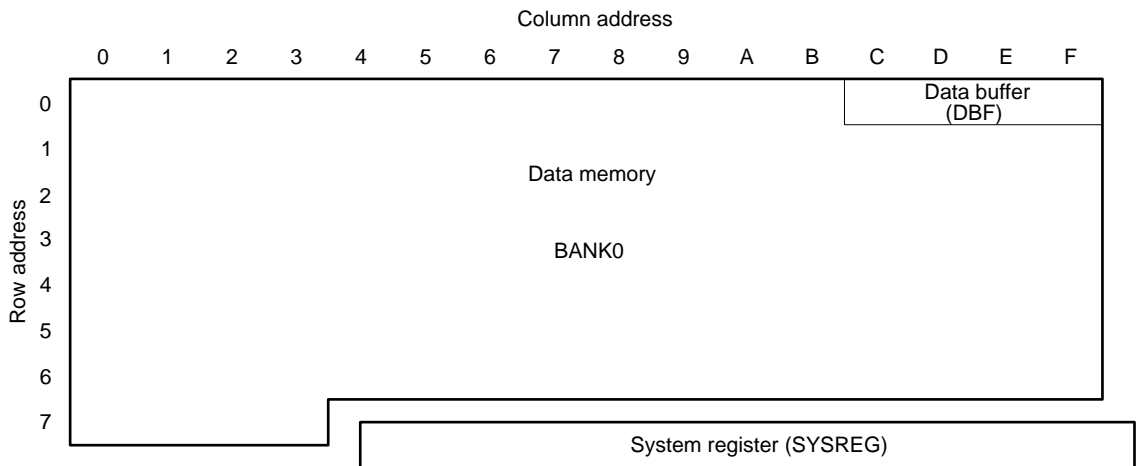


Figure 10-2 shows the configuration of the data buffer. As shown in Figure 10-2, the data buffer is made up of 16 bits with its LSB in bit 0 of address 0FH and its MSB in bit 3 of address 0CH.

Figure 10-2. Data Buffer Configuration

Data memory BANK0	Address	0CH				0DH				0EH				0FH			
	Bit	b ₃	b ₂	b ₁	b ₀	b ₃	b ₂	b ₁	b ₀	b ₃	b ₂	b ₁	b ₀	b ₃	b ₂	b ₁	b ₀
Data buffer	Bit	b ₁₅	b ₁₄	b ₁₃	b ₁₂	b ₁₁	b ₁₀	b ₉	b ₈	b ₇	b ₆	b ₅	b ₄	b ₃	b ₂	b ₁	b ₀
	Symbol	DBF3				DBF2				DBF1				DBF0			
	Data	^ M S B v				Data				^ L S B v							

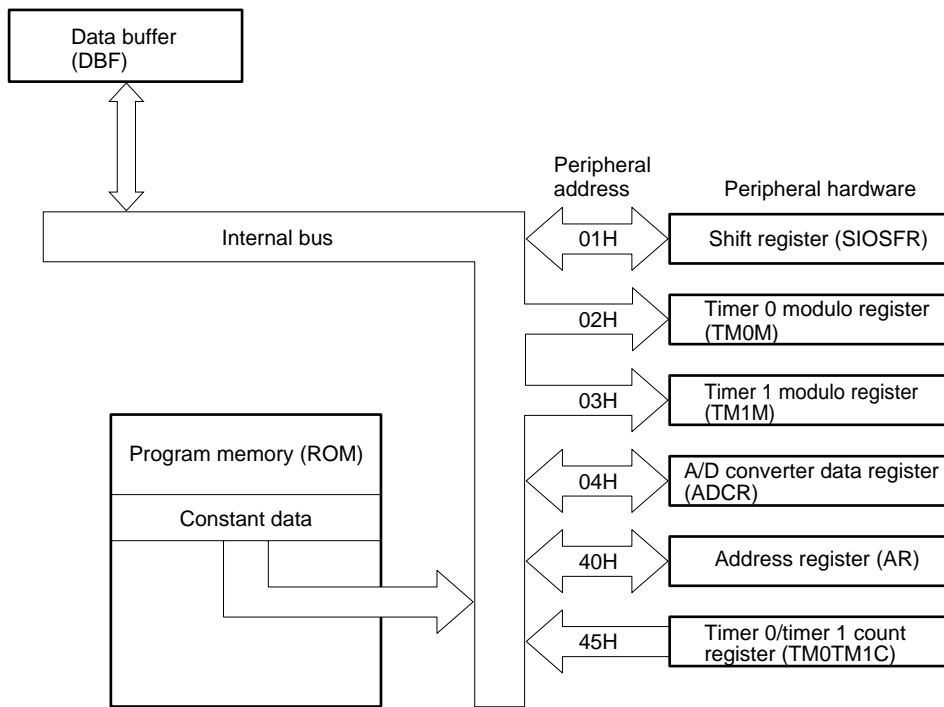
Because the data buffer is allocated in data memory, it can be used in any of the data memory manipulation instructions.

10.2 FUNCTIONS OF THE DATA BUFFER

The data buffer has two separate functions.

The data buffer is used for data transfer with peripheral hardware. The data buffer is also used for reading constant data (table reference) in program memory. Figure 10-3 shows the relationship between the data buffer and peripheral hardware.

Figure 10-3. Relationship Between the Data Buffer and Peripheral Hardware



10.2.1 Data Buffer and Peripheral Hardware

Table 10-1 shows data transfer with peripheral hardware using the data buffer.

Each unit of peripheral hardware has an individual address (called its peripheral address). By using this peripheral address and the dedicated instructions GET and PUT, data can be transferred between each unit of peripheral hardware and the data buffer.

GET DBF, p: Read the data in the peripheral hardware address specified by p into the data buffer (DBF).

PUT p, DBF: Write the data in the data buffer to the peripheral hardware address specified by p.

There are three types of peripheral hardware units: read/write (PUT/GET), write-only (PUT) and read-only (GET).

The following describes what happens when a GET instruction is used with write-only hardware (PUT only) and when a PUT instruction is used with read-only hardware (GET only).

- Reading (GET) from write-only (PUT only) peripheral hardware will yield an undefined value.
- Writing (PUT) to read-only (GET only) peripheral hardware has no effect (same as a NOP instruction).

Table 10-1. Peripheral Hardware

(1) Peripheral hardware with input/output in 8-bit units

Peripheral address	Name	Peripheral hardware	Direction of data		Actual bit length
			PUT	GET	
01H	SIOSFR	Serial interface	○	○	8 bits
02H	TM0M	Timer 0	○	×	8 bits
03H	TM1M	Timer 1	○	×	8 bits
04H	ADCR	A/D converter	○	○	8 bits

(2) Peripheral hardware with input/output in 16-bit units

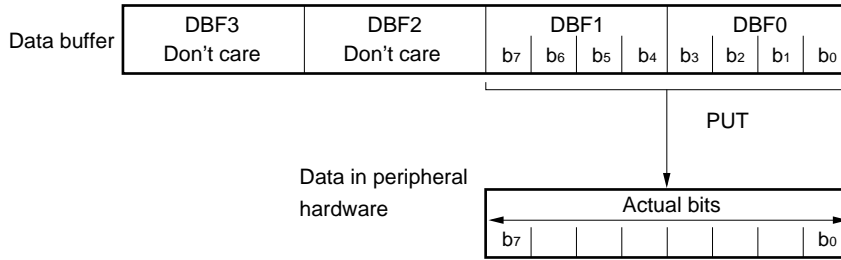
Peripheral address	Name	Peripheral hardware	Direction of data		Actual bit length
			PUT	GET	
40H	AR	Address register	○	○	10/11 bits ^{Note}
45H	TM0TM1C	Timer 0/timer 1 count register	×	○	16 bits

Note 10 bits for the μ PD17134A and 17135A, and 11 bits for the μ PD17136A and 17137A.

10.2.2 Data Transfer with Peripheral Hardware

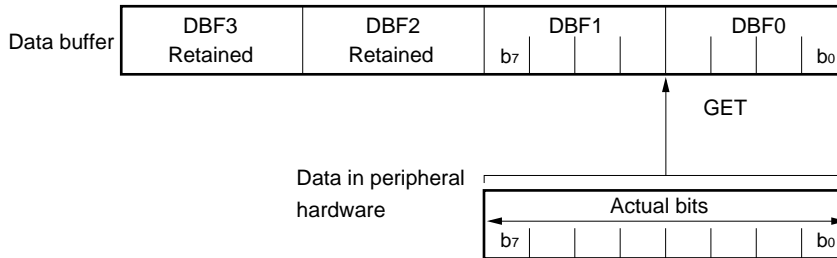
Data can be transferred between the data buffer and peripheral hardware in 8- or 16-bit units. Instruction execution time for a single PUT or GET instruction is the same regardless of whether 8 or 16 bits are being transferred.

Example 1. PUT instruction (when the actual bits in peripheral hardware are the 8 bits from 0 to 7)



When only 8 bits of data are being written from the data buffer, the high-order 8 bits (DBF3, DBF2) are “don’t care” (any value can be written).

2. GET instruction (when the actual bits in peripheral hardware are the 8 bits from 0 to 7)

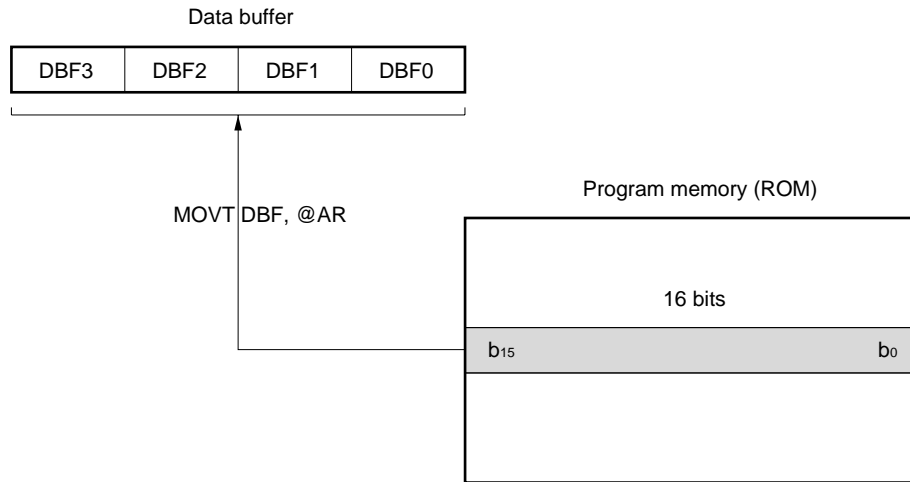


When 8 bits of data are being read into the data buffer, the values in the high-order 8 bits (DBF3, DBF2) remain unchanged.

10.2.3 Table Reference

By using the MOVT instruction, constant data in program memory (ROM) can be read into the data buffer. The MOVT instruction is explained below.

MOVT DBF, @AR: The contents of the program memory being specified by the address register (AR) is read into the data buffer (DBF).



[MEMO]

CHAPTER 11 ARITHMETIC AND LOGIC UNIT (ALU)

The ALU is used for performing arithmetic operations, logical operations, bit judgements, comparison judgements, and rotations on 4-bit data.

11.1 ALU BLOCK CONFIGURATION

Figure 11-1 shows the configuration of the ALU block.

As shown in Figure 11-1, the ALU block consists of the main 4-bit data processor, temporary registers A and B which are peripheral circuit of the ALU, the status flip-flop for controlling the status of the ALU, and the decimal correction circuit for use during arithmetic operations in BCD.

As shown in Figure 11-1, the status flip-flop consists of the following flags: Zero flag FF, carry flag FF, compare flag FF, and the BCD flag FF.

Each flag in the status flip-flop corresponds directly to a flag in the program status word (PSWORD: addresses 7EH, 7FH) in the system register. The flags in the program status word are the following: Zero flag (Z), carry flag (CY), compare flag (CMP), and the BCD flag (BCD).

11.2 FUNCTIONS OF THE ALU BLOCK

Arithmetic operations, logical operations, bit judgements, comparison judgements, and rotations are performed using the instructions in the ALU block. Table 11-1 lists each arithmetic/logical instruction, judgement instruction, and rotation instruction.

By using the instructions listed in Table 11-1, 4-bit arithmetic/logical operations, judgements and rotations can be performed in a single instruction. Arithmetic operations in decimal can also be performed in a single instruction.

11.2.1 Functions of the ALU

The arithmetic operations consist of addition and subtraction. Arithmetic operations can be performed on the contents of the general register and data memory or on immediate data and the contents of data memory. Operations in binary are performed on 4 bits of data and operations in decimal are performed on one place (BCD operation).

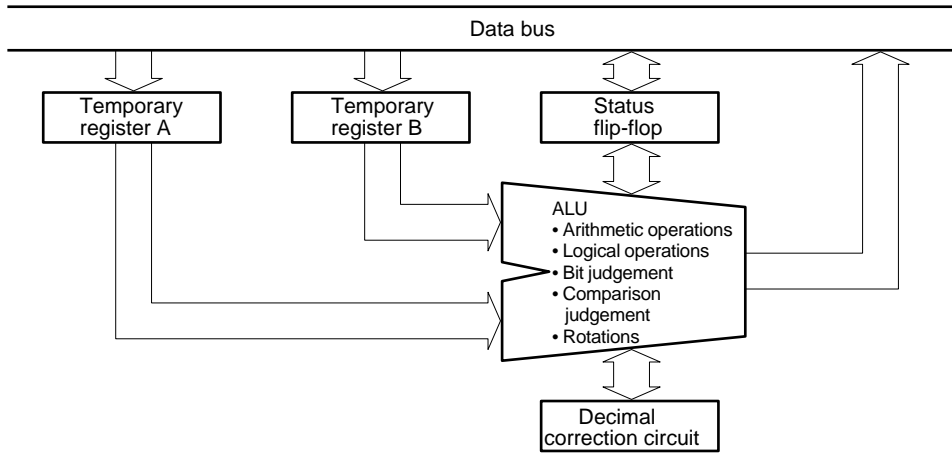
Logical operations include ANDing, ORing, and XORing. Their operands can be general register contents and data memory contents, or data memory contents and immediate data.

Bit judgement is used to determine whether bits in 4-bit data in data memory are 0 or 1.

Comparison judgement is used to compare contents of data memory with immediate data. It is used to determine whether one value is equal to or greater than the other, less than the other, or if both values are equal or not equal.

Rotation is used to shift 4-bit data in the general register one bit in the direction of its least significant bit (rotation to the right).

Figure 11-1. ALU Configuration



Address	7EH	7FH			
Name	Program status word (PSWORD)				
Bit	b ₀	b ₃	b ₂	b ₁	b ₀
Flag	BCD	CMP	CY	Z	IXE

Status flip-flop			
BCD flag	CMP flag	CY flag	Z flag
FF	FF	FF	FF

Function outline
Indicates when the result of an arithmetic operation is 0.
Stores the borrow or carry from an arithmetic operation.
Used to indicate whether to store the result of an arithmetic operation.
Used to indicate whether to perform decimal correction for arithmetic operations.

[MEMO]

Table 11-1. List of ALU Instructions (1/2)

ALU function		Instruction	Operation	Explanation
Arithmetic operations	Addition	ADD r, m	$(r) \leftarrow (r) + (m)$	Adds contents of general register and data memory. Result is stored in general register.
		ADD m, #n4	$(m) \leftarrow (m) + n4$	Adds immediate data to contents of data memory. Result is stored in data memory.
		ADDC r, m	$(r) \leftarrow (r) + (m) + CY$	Adds contents of general register, data memory and carry flag. Result is stored in general register.
		ADDC m, #n4	$(m) \leftarrow (m) + n4 + CY$	Adds immediate data, contents of data memory and carry flag. Result is stored in data memory.
	Subtraction	SUB r, m	$(r) \leftarrow (r) - (m)$	Subtracts contents of data memory from contents of general register. Result is stored in general register.
		SUB m, #n4	$(m) \leftarrow (m) - n4$	Subtracts immediate data from data memory. Result is stored in data memory.
		SUBC r, m	$(r) \leftarrow (r) - (m) - CY$	Subtracts contents of data memory and carry flag from contents of general register. Result is stored in general register.
		SUBC m, #n4	$(m) \leftarrow (m) - n4 - CY$	Subtracts immediate data and carry flag from data memory. Result is stored in data memory.
Logical operations	Logical OR	OR r, m	$(r) \leftarrow (r) \vee (m)$	OR operation is performed on contents of general register and data memory. Result is stored in general register.
		OR m, #n4	$(m) \leftarrow (m) \vee n4$	OR operation is performed on immediate data and contents of data memory. Result is stored in data memory.
	Logical AND	AND r, m	$(r) \leftarrow (r) \wedge (m)$	AND operation is performed on contents of general register and data memory. Result is stored in general register.
		AND m, #n4	$(m) \leftarrow (m) \wedge n4$	AND operation is performed on immediate data and contents of data memory. Result is stored in data memory.
	Logical XOR	XOR r, m	$(r) \leftarrow (r) \veebar (m)$	XOR operation is performed on contents of general register and data memory. Result is stored in general register.
		XOR m, #n4	$(m) \leftarrow (m) \veebar n4$	XOR operation is performed on immediate data and contents of data memory. Result is stored in data memory.
Bit Judgement	True	SKT m, #n	$CMP \leftarrow 0$, if $(m) \wedge n=n$, then skip	Skips next instruction if all bits in data memory specified by n are TRUE (1). Result is not stored.
	False	SKF m, #n	$CMP \leftarrow 0$, if $(m) \wedge n=0$, then skip	Skips next instruction if all bits in data memory specified by n are FALSE (0). Result is not stored.
Comparison judgement	Equal	SKE m, #n4	$(m) - n4$, skip if zero	Skips next instruction if immediate data equals contents of data memory. Result is not stored.
	Not equal	SKNE m, #n4	$(m) - n4$, skip if not zero	Skips next instruction if immediate data is not equal to contents of data memory. Result is not stored.
	\geq	SKGE m, #n4	$(m) - n4$, skip if not borrow	Skips next instruction if contents of data memory is greater than or equal to immediate data. Result is not stored.
	$<$	SKLT m, #n4	$(m) - n4$, skip if borrow	Skips next instruction if contents of data memory is less than immediate data. Result is not stored.
Rotation	Rotate to the right	RORC r	$\rightarrow CY \rightarrow (r)_{b3} \rightarrow (r)_{b2} \rightarrow (r)_{b1} \rightarrow (r)_{b0}$	Rotate contents of the general register along with the CY flag to the right. Result is stored in general register.

Table 11-1. List of ALU Instructions (2/2)

ALU Function	Difference in operation because of program status word (PSWORD)					
Arithmetic operation	Value of BCD flag	Value of CMP flag	Operation	CY flag	Z flag	Modification when IXE = 1
	0	0	Binary operation. Result is stored.	Set when carry or borrow occurs; otherwise, reset	Set if operation result is 0000B; otherwise, reset	Executed
	0	1	Binary operation. Result is not stored.		Retains status if operation result is 0000B; otherwise, reset	
	1	0	BCD operation. Result is stored.		Set if operation result is 0000B; otherwise, reset	
	1	1	BCD operation. Result is not stored.		Retains status if operation result is 0000B; otherwise, reset	
Logical operation	Don't care (retained)	Don't care (retained)	Not affected	Don't care (retained)	Don't care (retained)	Executed
Bit judgement	Don't care (retained)	Reset	Not affected	Don't care (retained)	Don't care (retained)	Executed
Comparison	Don't care (retained)	Don't care (retained)	Not affected	Don't care (retained)	Don't care (retained)	Executed
Rotation	Don't care (retained)	Don't care (retained)	Not affected	Value of b ₀ of general register	Don't care (retained)	Executed

11.2.2 Functions of Temporary Registers A and B

Temporary registers A and B are needed for processing of 4-bit data at a time. These registers are used for temporary storage of the first and second data operands of an instruction.

11.2.3 Functions of the Status Flip-flop

The status flip-flop is used for controlling operation of the ALU and for storing data which has been processed. Each flag in the status flip-flop corresponds directly to a flag in the program status word (PSWORD) located in the system register. This means that when a flag in the system register is manipulated it is the same as manipulating a flag in the status flip-flop. Each flag in the program status word is described below.

(1) Z flag

This flag is set (1) when the result of an arithmetic operation is 0000B, otherwise it is reset (0). However, depending on the status of the CMP flag, the conditions which cause this flag to be set (1) can be changed.

(i) When CMP = 0

Z flag is set (1) when the result of an arithmetic operation is 0000B, otherwise it is reset (0).

(ii) When CMP = 1

The previous state is maintained when the result of an arithmetic operation is 0000B, otherwise it is reset (0). Only affected by arithmetic operations.

(2) CY flag

This flag is set (1) when a carry or borrow is generated as a result of an arithmetic operation, otherwise it is reset (0).

When an arithmetic operation is being performed using a carry or borrow, the operation is performed using the CY flag as the least significant bit.

When a rotation (RORC instruction) is performed, the contents of the CY flag becomes the most significant bit (b₃) of the general register and the least significant bit of the general register is stored in the CY flag.

Only affected by arithmetic operations and rotations.

(3) CMP flag

When the CMP flag is set (1), the result of an arithmetic operation is not stored in either the general register or data memory.

When the bit evaluation instruction is performed, the CMP flag is reset (0).

The CMP flag does not affect comparison judgements, logical operations, or rotations.

(4) BCD flag

When the BCD flag is set (1), decimal correction is performed for all arithmetic operations. When the flag is reset (0), 4-bit binary operation is performed.

The BCD flag does not affect logical operations, bit judgements, comparison judgements, or rotations.

These flags can also be set through direct manipulation of the values in the program status word. At this time, the corresponding flag in the status flip-flop is also manipulated.

11.2.4 Operations in 4-Bit Binary

When the BCD flag is set to 0, arithmetic operations are performed in 4-bit binary.

11.2.5 Operations in BCD

When the BCD flag is set to 1, decimal correction is performed for arithmetic operations performed in 4-bit binary. Table 11-2 shows the differences in the results of operations performed in 4-bit binary and in BCD. When the result of an addition after decimal correction is equal to or greater than 20, or the result of a subtraction after decimal correction is outside of the range -10 to +9, a value of 1010B (0AH) or higher is stored as the result (shaded area in Table 11-2).

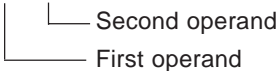
Table 11-2. Results of Arithmetic Operations Performed in 4-Bit Binary and BCD

Operation result	Addition in 4-bit binary		Addition in BCD		Operation	Subtraction in 4-bit binary		Subtraction in BCD	
	CY	Operation result	CY	Operation result		CY	Operation result	CY	Operation result
0	0	0000	0	0000	0	0	0000	0	0000
1	0	0001	0	0001	1	0	0001	0	0001
2	0	0010	0	0010	2	0	0010	0	0010
3	0	0011	0	0011	3	0	0011	0	0011
4	0	0100	0	0100	4	0	0100	0	0100
5	0	0101	0	0101	5	0	0101	0	0101
6	0	0110	0	0110	6	0	0110	0	0110
7	0	0111	0	0111	7	0	0111	0	0111
8	0	1000	0	1000	8	0	1000	0	1000
9	0	1001	0	1001	9	0	1001	0	1001
10	0	1010	1	0000	10	0	1010	1	1100
11	0	1011	1	0001	11	0	1011	1	1101
12	0	1100	1	0010	12	0	1100	1	1110
13	0	1101	1	0011	13	0	1101	1	1111
14	0	1110	1	0100	14	0	1110	1	1100
15	0	1111	1	0101	15	0	1111	1	1101
16	1	0000	1	0110	-16	1	0000	1	1110
17	1	0001	1	0111	-15	1	0001	1	1111
18	1	0010	1	1000	-14	1	0010	1	1100
19	1	0011	1	1001	-13	1	0011	1	1101
20	1	0100	1	1110	-12	1	0100	1	1110
21	1	0101	1	1111	-11	1	0101	1	1111
22	1	0110	1	1100	-10	1	0110	1	0000
23	1	0111	1	1101	-9	1	0111	1	0001
24	1	1000	1	1110	-8	1	1000	1	0010
25	1	1001	1	1111	-7	1	1001	1	0011
26	1	1010	1	1100	-6	1	1010	1	0100
27	1	1011	1	1101	-5	1	1011	1	0101
28	1	1100	1	1010	-4	1	1100	1	0110
29	1	1101	1	1011	-3	1	1101	1	0111
30	1	1110	1	1100	-2	1	1110	1	1000
31	1	1111	1	1101	-1	1	1111	1	1001

11.2.6 Operations in the ALU Block

When arithmetic operations, logical operations, bit judgements, comparison judgements or rotations in a program are executed, the first data operand is stored in temporary register A and the second data operand is stored in temporary register B.

The first data operand is 4-bit data used to specify the contents of an address in the general register or data memory. The second data operand is 4-bit data used to either specify the contents of an address in data memory or to be used as an immediate value. For example, in the instruction

ADD r, m


the first operand, r, is used to specify the contents of an address in the general register. The second operand, m, is used to specify the contents of an address in data memory. In the instruction

ADD m, #n4

the first operand, m, is used to specify an address in data memory. The second operand, #n4, is immediate data. In the rotation instruction

RORC r

only the first operand, r (used to specify the contents of an address in the general register) is used.

Next, using the data stored in temporary registers A and B, the ALU executes the operation specified by the instruction (arithmetic operation, logical operation, bit judgement, comparison judgement, or rotation). When the instruction being executed is an arithmetic operation, logical operation, or rotation, the data processed by the ALU is stored in the location specified by the first operand (general register address or data memory address) and the operation terminates. When the instruction being executed is a bit judgement or comparison judgement, the result processed by the ALU is used to determine whether or not to skip the next instruction (whether to treat next instruction as a NOP instruction) and the operation terminates.

Caution should be taken with regard to the following points:

- (1) Arithmetic operations are affected by the CMP and BCD flags in the program status word.
- (2) Logical operations are not affected by the CMP or BCD flag in the program status word. Logical operations do not affect the Z or CY flags.
- (3) Bit judgement causes the CMP flag in the program status word to be reset.
- (4) When an arithmetic operation, logical operation, bit judgement, comparison judgement, or rotation is being executed and the IXE flag in the program status word is set (1), address modification is performed using the index register.

11.3 ARITHMETIC OPERATIONS (ADDITION AND SUBTRACTION IN 4-BIT BINARY AND BCD)

As shown in Table 11-3, arithmetic operations consist of addition, subtraction, addition with carry, and subtraction with borrow. These instructions are ADD, ADDC, SUB, and SUBC.

The ADD, ADDC, SUB, and SUBC instructions are further divided into addition and subtraction of the general register and data memory and addition and subtraction of data memory and immediate data. When the operands r and m are used, addition or subtraction is performed using the general register and data memory. When the operands m and #n4 are used, addition or subtraction is performed using data memory and immediate data.

Arithmetic operations are affected by the status flip-flop and the program status word (PSWORD) in the system register. The BCD flag in the program status word is used to specify whether arithmetic operations are to be performed in 4-bit binary or in BCD. The CMP flag is used to specify whether or not the results of arithmetic operations are to be stored.

11.3.1 to 11.3.4 explain the relationship between each command and the program status word.

Table 11-3. Types of Arithmetic Operations

Arithmetic operation	Addition	Without carry ADD	General register and data memory	ADD r, m
			Data memory and immediate data	ADD m, #n4
		With carry ADDC	General register and data memory	ADDC r, m
			Data memory and immediate data	ADDC m, #n4
	Subtraction	Without borrow SUB	General register and data memory	SUB r, m
			Data memory and immediate data	SUB m, #n4
		With borrow SUBC	General register and data memory	SUBC r, m
			Data memory and immediate data	SUBC m, #n4

11.3.1 Addition and Subtraction When CMP = 0 and BCD = 0

Addition and subtraction are performed in 4-bit binary and the result is stored in the general register or data memory.

When the result of the operation is greater than 1111B (carry generated) or less than 0000B (borrow generated), the CY flag is set (1); otherwise it is reset (0).

When the result of the operation is 0000B, the Z flag is set (1) regardless of whether there is carry or borrow; otherwise it is reset (0).

11.3.2 Addition and Subtraction When CMP = 1 and BCD = 0

Addition and subtraction are performed in 4-bit binary.

However, because the CMP flag is set (1), the result of the operation is not stored in either the general register or data memory.

When there is a carry or borrow in the result of the operation, the CY flag is set (1); otherwise it is reset (0).

When the result of the operation is 0000B, the previous state of the Z flag is retained; otherwise it is reset (0).

11.3.3 Addition and Subtraction When CMP = 0 and BCD = 1

BCD operations are performed.

The result of the operation is stored in the general register or data memory. When the result of the operation is greater than 1001B (9D) or less than 0000B (0D), the carry flag is set (1), otherwise it is reset (0).

When the result of the operation is 0000B (0D), the Z flag is set (1), otherwise it is reset (0).

Operations in BCD are performed by first computing the result in binary and then by using the decimal correction circuit to convert the result to decimal. For information concerning the binary to decimal conversion, see **Table 11-2**.

In order for operations in BCD to be performed properly, note the following:

- (1) Result of an addition must be in the range 0D to 19D.
- (2) Result of a subtraction must be in the range 0D to 9D, or in the range -10D to -1D.

The following shows which value is considered the CY flag in the range 0D to 19D (shown in 4-bit binary):

0, 0000B to 1, 0011B
 $\underbrace{\quad}_{CY}$ $\underbrace{\quad}_{CY}$

The following shows which value is considered the CY flag in the range -10D to -1D (shown in 4-bit binary):

1, 0110B to 1, 1111B
 $\underbrace{\quad}_{CY}$ $\underbrace{\quad}_{CY}$

When operations in BCD are performed outside of the limits of (1) and (2) stated above, the CY flag is set (1) and the result of operation is output as a value greater than or equal to 1010B (0AH).

11.3.4 Addition and Subtraction When CMP = 1 and BCD = 1

BCD operations are performed.

The result is not stored in either the general register or data memory.

In other words, the operations specified by CMP = 1 and BCD = 1 are both performed at the same time.

Example

```

MOV   RPL,  #0001B ; Sets the BCD flag (BCD = 1).
MOV   PSW,  #1010B ; Sets the CMP and Z flag (CMP = 1, Z = 1) and resets the CY flag
                           ; (CY = 0).

SUB   M1,   #0001B ; (1)
SUBC  M2,   #0010B ; (2)
SUBC  M3,   #0011B ; (3)

```

By executing the instructions in steps numbered (1), (2), and (3), the 12 bits in memory locations M1, M2, and M3 and the immediate data (321) can be compared in decimal.

11.3.5 Notes Concerning Use of Arithmetic Operations

When performing arithmetic operations with the program status word (PSWORD), caution should be taken with regard to the result of the operation being stored in the program status word.

Normally, the CY and Z flags in the program status word are set (1) or reset (0) according to the result of the arithmetic operation being executed. However, when an arithmetic operation is performed on the program status word itself, the result is stored in the program status word. This means that there is no way to determine if there is a carry or borrow in the result of the operation nor if the result of the operation is zero.

However, when the CMP flag is set (1), results of arithmetic operations are not stored. Therefore, even in the above case, the CY and Z flags will be properly set (1) or reset (0) according to the result of the operation.

11.4 LOGICAL OPERATIONS

As shown in Table 11-4, logical operations consist of logical OR, logical AND, and logical XOR. Accordingly, the logical operation instructions are OR, AND, and XOR.

The OR, AND, and XOR instructions can be performed on either the general register and data memory, or on data memory and immediate data. The operands of these instructions are specified in the same way as for arithmetic operations (“r, m” or “m, #n4”).

Logical operations are not affected by the BCD or CMP flags in the program status word (PSWORD). Logical operations do not cause either the CY or Z flag in the program status word (PSWORD) to be set. However, when the index enable flag (IXE) is set (1), index modification is performed using the index register.

Table 11-4. Logical Operations

Logical operation	Logical OR	General register and data memory	OR r, m
		Data memory and immediate data	OR m, #n4
	Logical AND	General register and data memory	AND r, m
		Data memory and immediate data	AND m, #n4
	Logical XOR	General register and data memory	XOR r, m
		Data memory and immediate data	XOR m, #n4

Table 11-5. Table of True Values for Logical Operations

Logical AND C = A AND B			Logical OR C = A OR B			Logical XOR C = A XOR B		
A	B	C	A	B	C	A	B	C
0	0	0	0	0	0	0	0	0
0	1	0	0	1	1	0	1	1
1	0	0	1	0	1	1	0	1
1	1	1	1	1	1	1	1	0

11.5 BIT JUDGEMENTS

As shown in Table 11-6, there are both TRUE (1) and FALSE (0) bit judgement instructions.

The TRUE (1) and FALSE (0) bit judgements use SKT and SKF instruction, respectively

The SKT and SKF instructions can only be used with data memory.

Bit judgements are not affected by the BCD flag in the program status word (PSWORD) and bit judgements do not cause either the CY or Z flag in the program status word (PSWORD) to be set. However, when an SKT or SKF instruction is executed, the CMP flag is reset (0). When the index enable flag (IXE) is set (1), index modification is performed using the index register. For information concerning index modification using the index register, see **CHAPTER 7 SYSTEM REGISTER (SYSREG)**.

11.5.1 and 11.5.2 explain TRUE (1) and FALSE (0) bit judgements.

Table 11-6. Bit Judgement Instructions

Bit judgement	TRUE (1) bit judgement SKT m, #n
	FALSE (0) bit judgement SKF m, #n

11.5.1 TRUE (1) Bit Judgement

The TRUE (1) bit judgement instruction (SKT m, #n) is used to determine whether or not the bits specified by n in the 4 bits of data memory m are TRUE (1). When all bits specified by n are TRUE (1), this instruction causes the next instruction to be skipped.

```

Example  MOV   M1,   #1011B
           SKT   M1,   #1011B   ; (1)
           BR    A
           BR    B
           SKT   M1,   #1101B   ; (2)
           BR    C
           BR    D
    
```

In this example, bits 3, 1, and 0 of data memory M1 are judged in step number (1). Because all the bits are TRUE (1), the program branches to B. In step number (2), bits 3, 2, and 0 of data memory M1 are judged. Since bit 2 of data memory M1 is FALSE (0), the program branches to C.

11.5.2 FALSE (0) Bit Judgement

The FALSE (0) bit judgement instruction (SKF m, #n) is used to determine whether or not the bits specified by n in the 4 bits of data memory m are FALSE (0). When all bits specified by n are FALSE (0), this instruction causes the next instruction to be skipped.

```
Example  MOV  M1,  #1001B  ;  
          SKF  M1,  #0110B  ; (1)  
          BR   A           ;  
          BR   B           ;  
          SKF  M1,  #1110B  ; (2)  
          BR   C           ;  
          BR   D           ;
```

In this example, bits 2 and 1 of data memory M1 are judged in step number (1). Because both bits are FALSE (0), the program branches to B. In step number (2), bits 3, 2, and 1 of data memory M1 are judged. Since bit 3 of data memory M1 is TRUE (1), the program branches to C.

11.6 COMPARISON JUDGEMENTS

As shown in Table 11-7, there are comparison judgement instructions for determining if one value is “equal to”, “not equal to”, “greater than or equal to”, or “less than” another.

The SKE instruction is used to determine if two values are equal. The SKNE instruction is used to determine two values are not equal. The SKGE instruction is used to determine if one value is greater than or equal to another and the SKLT instruction is used to determine if one value is less than another.

The SKE, SKNE, SKGE, and SKLT instructions perform comparisons between a value in data memory and immediate data. In order to compare values in the general register and data memory, a subtraction instruction is performed according to the values in the CMP and Z flags in the program status word (PSWORD). For more information concerning comparison of the general register and data memory, see **11.3 ARITHMETIC OPERATIONS**.

Comparison judgements are not affected by the BCD or CMP flags in the program status word (PSWORD) and comparison judgements do not cause either the CY or Z flags in the program status word (PSWORD) to be set.

11.6.1 to 11.6.4 explain the “equal to”, “not equal to”, “greater than or equal to”, and “less than” comparison evaluations.

Table 11-7. Comparison Judgement Instructions

Comparison judgement	Equal to SKE m, #n4
	Not equal to SKNE m, #n4
	Greater than or equal to SKGE m, #n4
	Less than SKLT m, #n4

11.6.1 “Equal to” Judgement

The “equal to” judgement instruction (SKE m, #n4) is used to determine if immediate data and the contents of a location in data memory are equal.

This instruction causes the next instruction to be skipped when the immediate data and the contents of data memory are equal.

```

Example  MOV    M1,    #1010B
           SKE    M1,    #1010B    ; (1)
           BR     A
           BR     B
           ;
           SKE    M1,    #1000B    ; (2)
           BR     C
           BR     D
    
```

In this example, because the contents of data memory M1 and immediate data 1010B in step number (1) are equal, the program branches to B. In step number (2), because the contents of data memory M1 and immediate data 1000B are not equal, the program branches to C.

11.6.2 “Not Equal to” Judgement

The “not equal to” judgement instruction (SKNE m, #n4) is used to determine if immediate data and the contents of a location in data memory are not equal.

This instruction causes the next instruction to be skipped when the immediate data and the contents of data memory are not equal.

```

Example  MOV     M1,     #1010B
           SKNE   M1,     #1000B ; (1)
           BR     A
           BR     B
           ;
           SKNE   M1,     #1010B ; (2)
           BR     C
           BR     D
    
```

In this example, because the contents of data memory M1 and immediate data 1000B in step number (1) are not equal, the program branches to B. In step number (2), because the contents of data memory M1 and immediate data 1010B are equal, the program branches to C.

11.6.3 “Greater Than or Equal to” Judgement

The “greater than or equal to” judgement instruction (SKGE m, #n4) is used to determine if the contents of a location in data memory is a value greater than or equal to the value of the immediate data operand. If the value in data memory is greater than or equal to that of the immediate data, this instruction causes the next instruction to be skipped.

```

Example  MOV     M1,     #1000B
           SKGE   M1,     #0111B ; (1)
           BR     A
           BR     B
           ;
           SKGE   M1,     #1000B ; (2)
           BR     C
           BR     D
           ;
           SKGE   M1,     #1001B ; (3)
           BR     E
           BR     F
    
```

In this example, the program will first branch to B since the value in data memory is larger than that of the immediate data. Next it will branch to D since the value in data memory is equal to that of the immediate data. Last it will branch to E since the value in data memory is less than that of the immediate data.

11.6.4 “Less Than” Judgement

The “less than” judgement instruction (SKLT m, #n4) is used to determine if the contents of a location in data memory is a value less than that of the immediate data operand. If the value in data memory is less than that of the immediate data, this instruction causes the next instruction to be skipped.

```
Example  MOV     M1,     #1000B
          SKLT   M1,     #1001B ; (1)
          BR     A
          BR     B
          ;
          SKLT   M1,     #1000B ; (2)
          BR     C
          BR     D
          ;
          SKLT   M1,     #0111B ; (3)
          BR     E
          BR     F
```

In this example, the program will first branch to B since the value in data memory is less than that of the immediate data. Next it will branch to C since the value in data memory is equal to that of the immediate data. Last it will branch to E since the value in data memory is greater than that of the immediate data.

11.7 ROTATIONS

There are rotation instructions for rotation to the right and for rotation to the left.

The RORC instruction is used for rotation to the right.

The RORC instruction can only be used with the general register.

Rotation using the RORC instruction is not affected by the BCD or CMP flags in the program status word (PSWORD) and does not affect the Z flag in the program status word (PSWORD).

Rotation to the left is performed by using the addition instruction ADDC.

11.7.1 and 11.7.2 explain rotation.

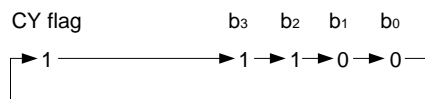
11.7.1 Rotation to the Right

The instruction used for rotation to the right (RORC r) rotates the contents of the general register in the direction of its least significant bit.

When this instruction is executed, the contents of the CY flag becomes the most significant bit of the general register (bit 3) and the least significant bit of the general register is placed in the CY flag.

Example 1. MOV PSW, #0100B ; Sets CY flag to 1.
 MOV R1, #1001B
 RORC R1

When these instructions are executed, the following operation is performed.



Basically, when rotation to the right is performed, the following operation is executed:

CY flag → b₃, b₃ → b₂, b₂ → b₁, b₁ → b₀, b₀ → CY flag.

2. MOV PSW, #0000B ; Resets CY flag to 0.
 MOV R1, #1000B ; MSB
 MOV R2, #0100B
 MOV R3, #0010B ; LSB
 RORC R1
 RORC R2
 RORC R3

The program code above rotates the 13 bits in R1, R2, and R3 to the right.

11.7.2 Rotation to the Left

Rotation to the left is performed by using the addition instruction, "ADDC r, m".

```
Example  MOV   PSW,    #0000B    ; Resets CY flag to 0.
           MOV   R1,    #1000B    ; MSB
           MOV   R2,    #0100B
           MOV   R3,    #0010B    ; LSB
           ADDC  R3, R3
           ADDC  R2, R2
           ADDC  R1, R1
           SKF   CY
           OR    R3,    #0001B
```

The program code above rotates the 13 bits in R1, R2, and R3 to the left.

CHAPTER 12 PORTS

12.1 PORT 0A (P0A₀, P0A₁, P0A₂, P0A₃)

Port 0A is a 4-bit input/output port with an output latch. It is mapped into address 70H of BANK0 in data memory. The output format is CMOS push-pull output.

Input or output can be specified in 4-bit units. Input/output is specified by P0AGIO (bit 0 at address 2CH) in the register file.

When P0AGIO is 0, all pins of port 0A are used as input port. If a read instruction is executed for the port register, pin statuses are read.

When P0AGIO is 1, all pins of port 0A are used as output port and the contents written in the output latch are output to pins. If a read instruction is executed when pins are output ports, the contents of the output latch, rather than pin statuses, are fetched.

Port 0A contains a software-controlled pull-up resistor. P0AGPU (bit 0 at address 0CH) of the register file is used to determine whether port 0A contains the pull-up resistor. When P0AGPU is 1, all 4-bit pins are pulled up. If P0AGPU is 0, the pull-up resistor is not contained.

At reset, P0AGIO and P0AGPU are set to 0 and all P0A pins become input ports without a pull-up resistor. The contents of the port output latch are 0.

Table 12-1. Writing into and Reading from the Port Register (0.70H)

P0AGIO RF: 2CH, bit 0	Pin input/output	BANK0 70H	
		Write	Read
0	Input	Possible	P0A pin status
1	Output	Write to the P0A latch	P0A latch contents

12.2 PORT 0B (P0B₀, P0B₁, P0B₂, P0B₃)

Port 0B is a 4-bit input/output port with an output latch. It is mapped into address 71H of BANK0 in data memory. The output format is CMOS push-pull output.

Input or output can be specified in 4-bit units. Input/ output is specified by P0BGIO (bit 1 at address 2CH) in the register file.

When P0BGIO is 0, all pins of port 0B are used as input ports. If a read instruction is executed for the port register, pin statuses are read.

When P0BGIO is 1, all pins of port 0B are used as output ports. The contents written in the output latch are output to pins. If a read instruction is executed when pins are used as output ports, the contents of the output latch, rather than pin statuses, are fetched.

Port 0B contains a software-controlled pull-up resistor. P0BGPU (bit 1 at address 0CH) is used to determine whether or not port 0B contains a pull-up resistor. When P0BGPU is 1, all 4-bit pins are pulled up. When P0BGPU is 0, a pull-up resistor is not contained.

At reset, P0BGIO and P0BGPU are 0 and all P0B pins are input ports without a pull-up resistor. The value of the port 0B output latch is 0.

Table 12-2. Writing into and Reading from the Port Register (0.71H)

P0BGIO RF: 2CH, bit 1	Pin input/output	BANK0 71H	
		Write	Read
0	Input	Possible	P0B pin status
1	Output	Write to the P0B latch	P0B latch contents

12.3 PORT 0C (P0C0/ADC0, P0C1/ADC1, P0C2/ADC2, P0C3/ADC3)

Port 0C is a 4-bit input/output port with an output latch. It is mapped into address 72H of BANK0 in data memory. The output format is CMOS push-pull output.

Input or output can be specified in 1-bit unit. Input/output can be specified by P0CBIO0 to P0CBIO3 (address 1CH) in the register file.

If P0CBIO_n is 0 (n = 0 to 3), the P0C_n pins are used as input port. If a data read instruction is executed for the port register, the pin statuses are read. If P0CBIO_n is 1 (n = 0 to 3), the P0C_n pins are used as output port and the contents written in the output latch are output to pins. If a read instruction is executed when pins are used as output ports, the contents of the latch, rather than pin statuses, are fetched.

At reset, P0CBIO0 to P0CBIO3 are 0 and all P0C pins are input ports. The contents of the port output latch are 0.

Port 0C can also be used as an analog input to the A/D converter. P0C0IDI to P0C3IDI (1BH address) in the register file are used to switch the port and analog input pin.

If P0C_nIDI is 0 (n = 0 to 3), the P0C_n/ADC_n pin functions as a port. If P0C_nIDI is 1 (n = 0 to 3), the P0C_n/ADC_n pin functions as the analog input pin of the A/D converter.

ADCCH0 and ADCCH1 (bits 1 and 0 at address 22H) in the register file are used to select the input pin for A/D conversion.

To use P0C pins as A/D converter input pins, set P0CBIO_n = 0 so that they are set as input ports. (See **13.3 A/D CONVERTER.**)

At reset, P0CBIO0 to P0CBIO3, P0C0IDI to P0C3IDI, ADCCH0, and ADCCH1 are set to 0 and the P0C pins are used as input ports.

Table 12-3. Switching the Port and A/D Converter

(n = 0 to 3)

P0C _n IDI RF: 1BH	P0CBIO _n RF: 1CH	Function	BANK0 72H	
			Write	Read
0	0	Input port	Possible P0C latch	Pin status
	1	Port output	Possible P0C latch	P0C latch contents
1	0	A/D converter analog input ^{Note1}	Possible P0C latch	P0C latch contents
	1	Output port and A/D converter analog input ^{Note2}	Possible P0C latch	P0C latch contents

- Notes**
1. Normal setting when the pins are used as A/D converter analog input pins.
 2. Functions as an output port. At this time, the analog input voltage changes affected by the port output. When using this pin as an analog input pin, be sure to set P0CBIO_n to 0.

12.4 PORT 0D (P0D0/SCK, P0D1/SO, P0D2/SI, P0D3/TM0OUT)

Port 0D is a 4-bit input/output port with an output latch. It is mapped into address 73H of BANK0 in data memory. The output format is N-ch open-drain output. The mask option can be used to specify that a pin contain a pull-up resistor in 1-bit unit.

Input or output can be specified in 1-bit unit. Input/output is specified with P0DBIO0 to P0DBIO3 (address 2BH) in the register file.

If P0DBIO_n is 0 (n = 0 to 3), the P0D_n pins are used as input port. Pin statuses are read if a data read instruction is executed for the port register. If P0DBIO_n is 1, the P0D_n pins are used as output port and the value written in the output latch are output to pins. If a data read instruction is executed when pins are used as output ports, the output latch value, rather than pin statuses, is fetched.

At reset, P0DBIO_n is set to 0 and all P0D pins become input ports. The contents of the port output latch become 0. The output latch contents remain unchanged even if P0DBIO_n changes from 1 to 0.

Port 0D can also be used for serial interface input/output or timer 0 output. SIOEN (0BH bit 0) in the register file is used to switch ports (P0D₀ to P0D₂) to serial interface input/output (SCK, SO, SI) and vice versa. TM0OSEL (bit 3 at address 0BH) in the register file is used to switch a port (P0D₃) to timer 0 output (TM0OUT) and vice versa. If TM0OSEL = 1 is selected, 1 is output at timer 0 reset. This output is inverted every time a timer 0 count value matches the modulo register contents.

Table 12-4. Register File Contents and Pin Functions

(n = 0 to 3)

Register file value			Pin function			
TM0OSEL RF: 0BH Bit 3	SIOEN RF: 0BH Bit 0	P0DBIO _n RF: 2BH Bit n	P0D ₀ /SCK	P0D ₁ /SO	P0D ₂ /SI	P0D ₃ /TM0OUT
0	0	0	Input port			
		1	Output port			
	1	0	SCK	SO	SI	Input port
		1				Output port
1	0	0	Input port			
		1	Output port			
	1	0	SCK	SO	SI	TM0OUT
		1				

Table 12-5. Contents Read from the Port Register (0.73H)

Port mode		Contents read from the port register (0.73H)
Input port		Pin status
Output port		Output latch contents
$\overline{\text{SCK}}$	An internal clock is selected as a shift clock.	Output latch contents
	An external clock is selected as a shift clock.	Pin status
SI		Pin status
SO		Not defined
$\overline{\text{TM0OUT}}$		Output latch contents

Caution Using the serial interface causes the output latch for the P0D1/SO pin to be affected by the contents of the SIOSFR (shift register). So, reset the output latch before using the pin as output port.

12.5 PORT 1A (P1A₀, P1A₁, P1A₂, P1A₃)

Port 1A is a 4-bit input/output port with an output latch. It is mapped into address 70H of BANK1 in data memory. The output format is N-ch open-drain output. The mask option can be used to specify that a pin contain a pull-up resistor in 1-bit unit.

Input or output can be specified in 4-bit units. Input/output is specified by P1AGIO (bit 2 at address 2CH) in the register file.

When P1AGIO is 0, each pin of port 1A is used as input port. If a read instruction is executed for the port register, pin statuses are read. When P1AGIO is 1, each pin of port 1A is used as output port and the contents written in the output latch are output to pins. If a read instruction is executed when pins are output ports, the contents of the output latch, rather than pin statuses, are fetched.

At reset, P1AGIO is set to 0 and all P1A pins become input ports. The contents of the port output latch are 0.

Table 12-6. Writing into and Reading from the Port Register (1.70H)

(n = 0 to 3)

P1AGIO _n RF: 2CH, bit 2	Pin input/output	BANK1 70H	
		Write	Read
0	Input	Possible	P1A pin status
1	Output	Write to the P1A latch	P1A latch contents

12.6 PORT 1B (P1B₀)

Port 1B is a 1-bit input-dedicated port. It is mapped into address 71H of BANK1 in data memory. The mask option can be used to specify that pull-up resistors be contained in P1B₀ pins.

Port 1B is the input-dedicated port. At reading, only the least significant bit is valid and a value is read into it. At writing, no value changes. Value 0 is always read into the high-order 3 bits of the port register.

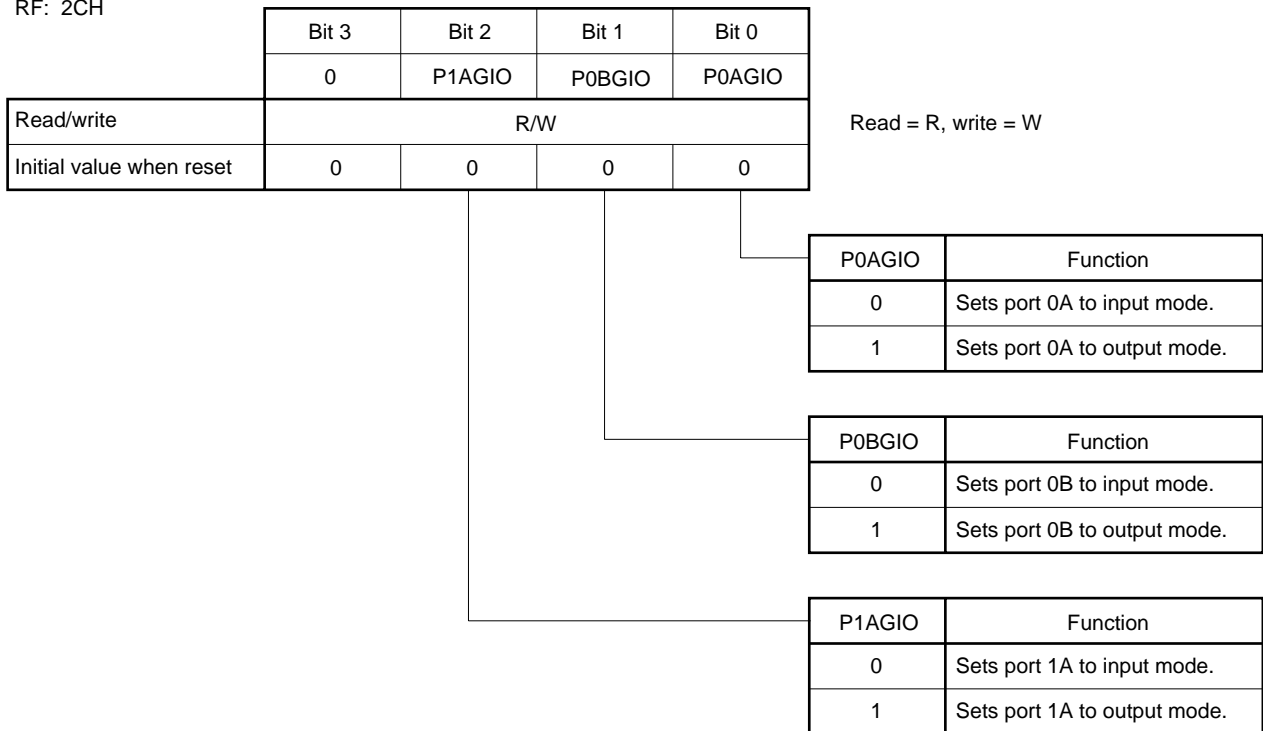
12.7 PORT CONTROL REGISTER

12.7.1 Input/Output Switching by Group I/O

Ports which switch input/output in 4-bit unit are called group I/O. Port 0A, port 0B, and port 1A are used as group I/O. The register shown in the figure below is used for input/output switching.

Figure 12-1. Input/Output Switching by Group I/O

RF: 2CH



12.7.2 Input/Output Switching by Bit I/O

Ports which switch input/output in 1-bit unit are called bit I/O. Port 0C and port 0D are used as bit I/O. The register shown in the figure below is used for input/output switching.

Figure 12-2. Port Control Register of Bit I/O (1/2)

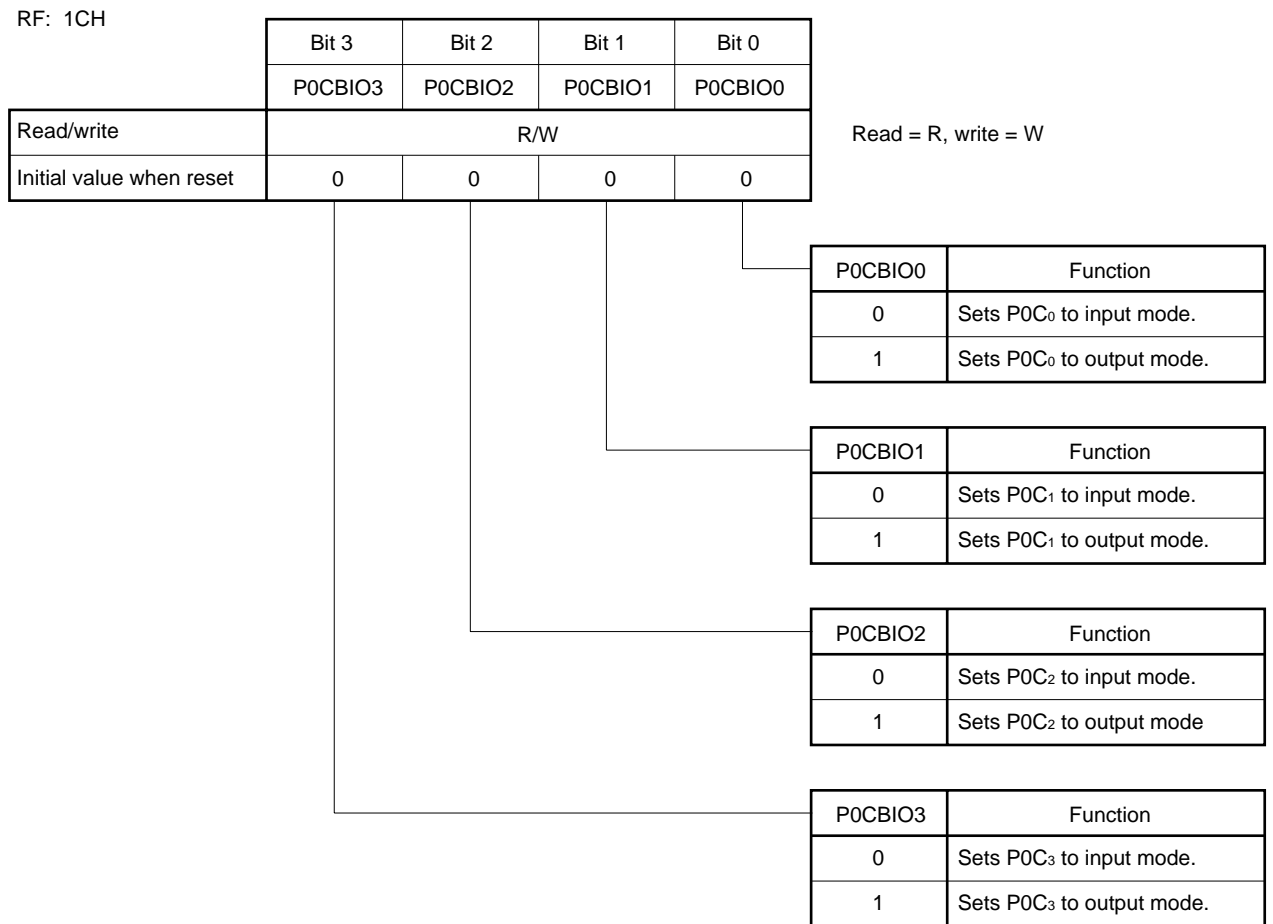
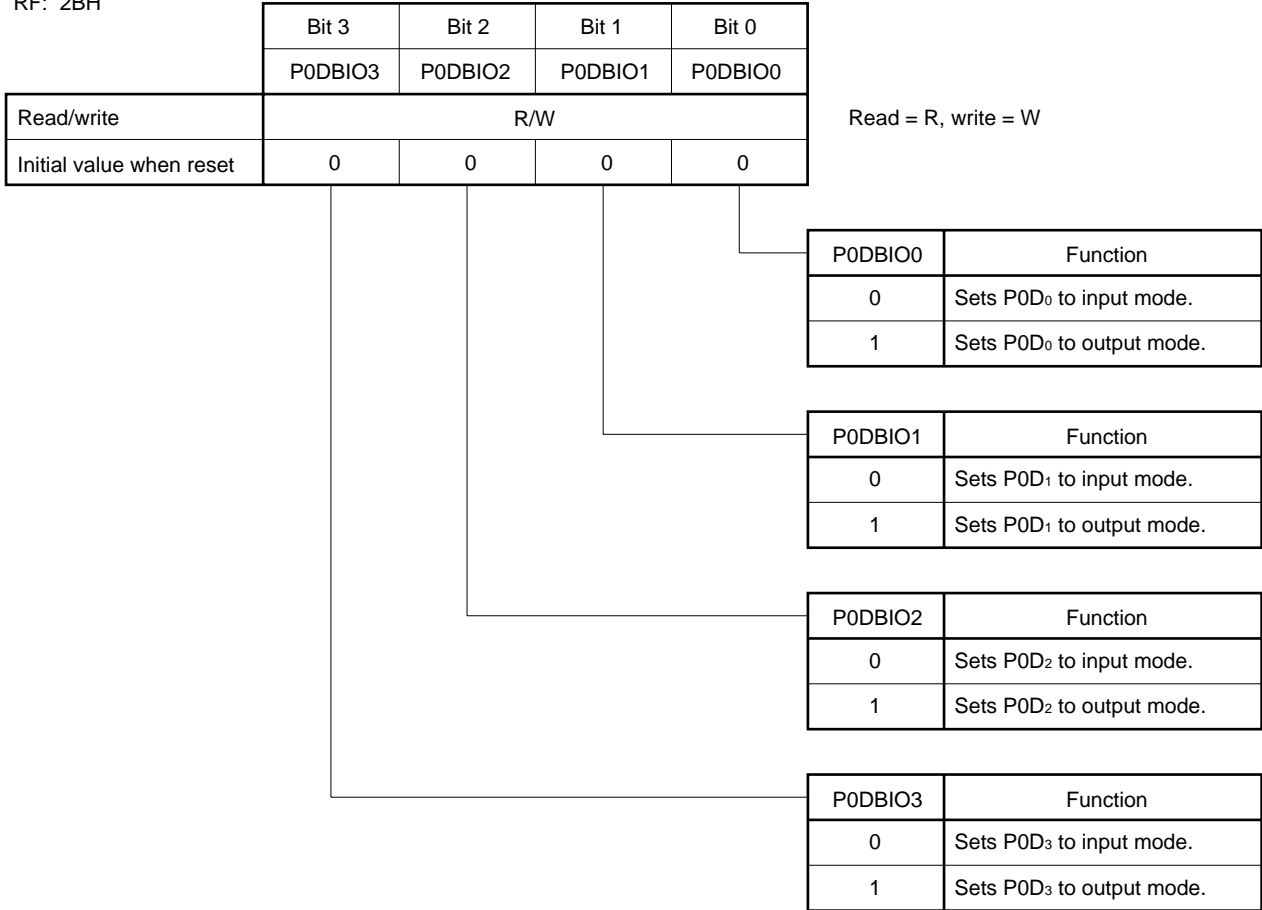


Figure 12-2. Port Control Register of Bit I/O (2/2)

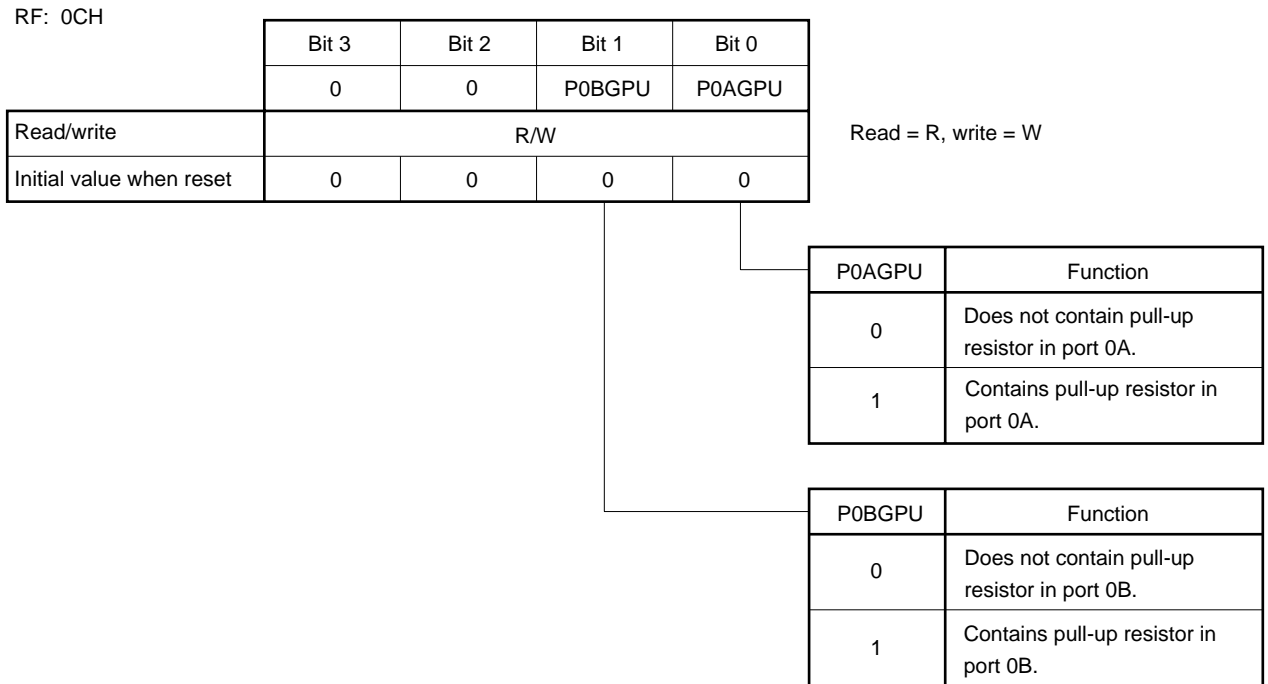
RF: 2BH



12.7.3 Specifying Pull-Up Resistor Incorporation Using Software

Pull-up resistor incorporation can be specified in 4-bit units using P0AGPU and P0BGPU (address 0CH) in the register file.

Figure 12-3. Specifying Pull-Up Resistor Incorporation Using Software



[MEMO]

13.1 8-BIT TIMERS/COUNTERS (TM0 AND TM1)

The μ PD17134A subseries has two channels of 8-bit timers/counters: timer 0 (TM0) and timer 1 (TM1).

These two timers can be used in combination as a 16-bit timer by using the count up signal of timer 0 as the count pulse for timer 1.

These timers are controlled by manipulating the hardware with the PUT/GET instruction and registers in the register file with the PEEK/POKE instruction.

13.1.1 8-Bit Timers/Counters Configuration

Figure 13-1 shows the configuration of the 8-bit timers/counters. An 8-bit timer/counter consists of an 8-bit count register, 8-bit modulo register, a comparator that compares the value of the count register and the value of the modulo register, and a selector that selects a count pulse.

- Cautions**
1. The modulo register is a write-only register.
 2. The count register is a read-only register.

★

Figure 13-1. Configuration of the 8-Bit Timer Counters

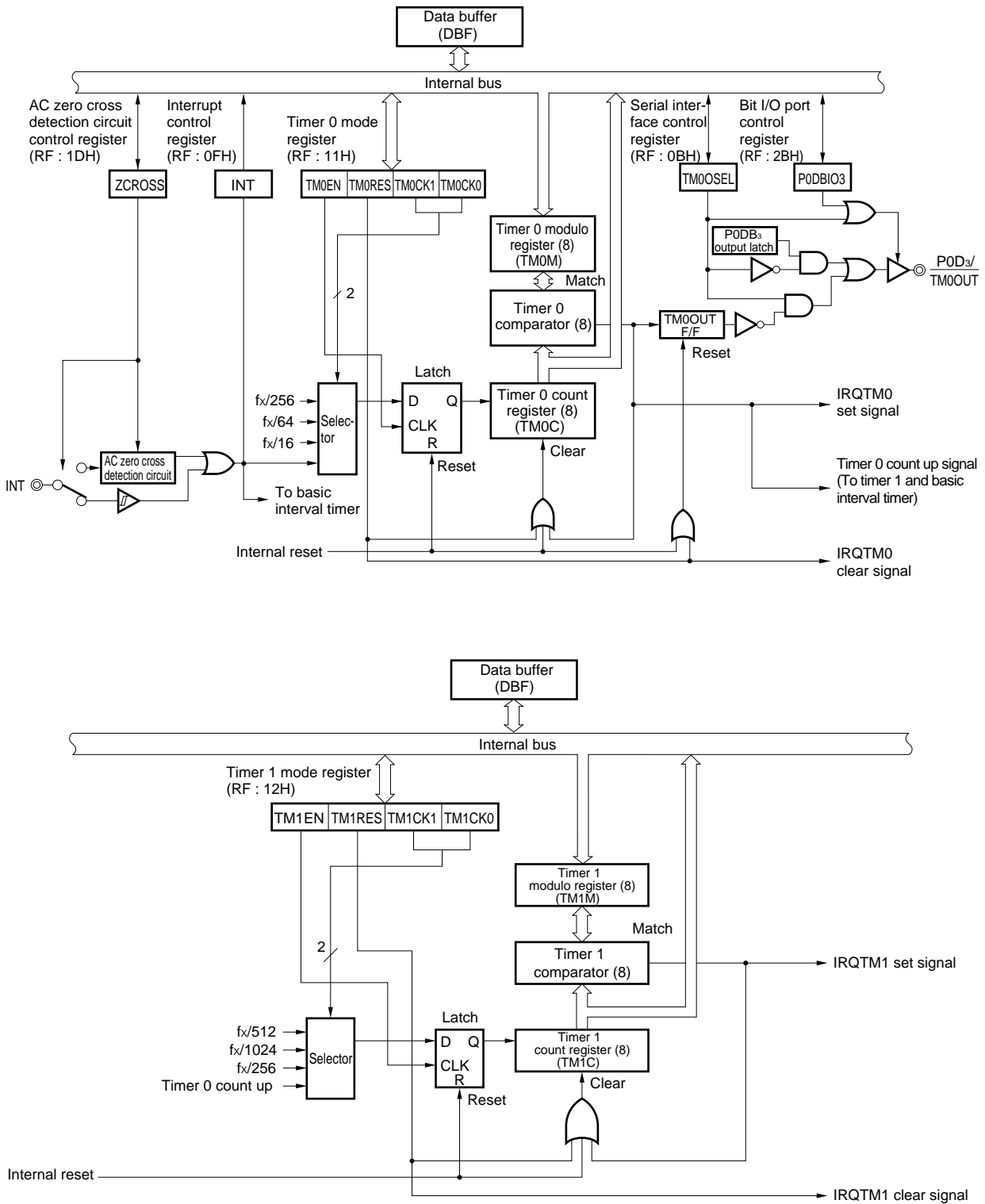


Figure 13-2. Timer 0 Mode Register

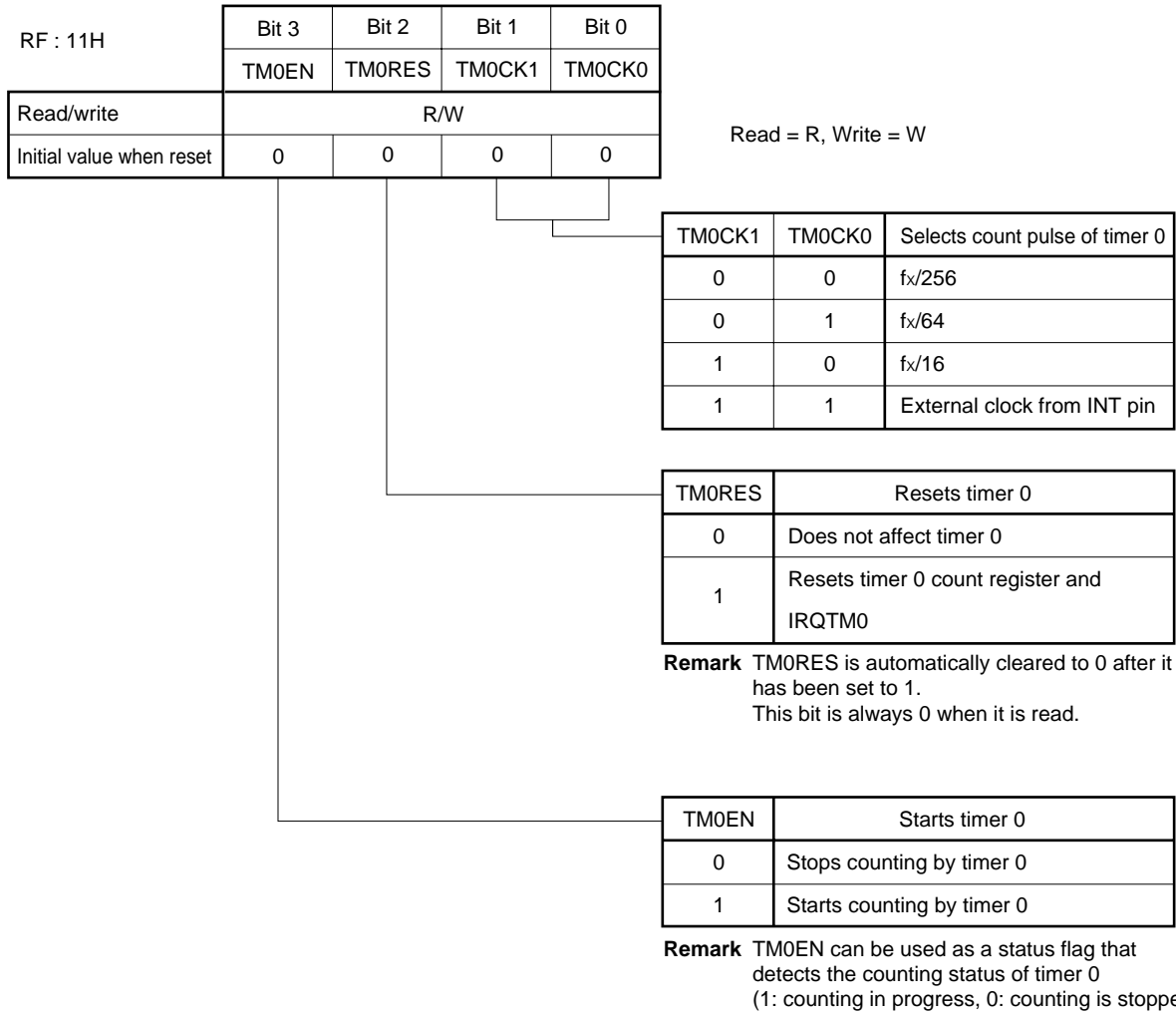
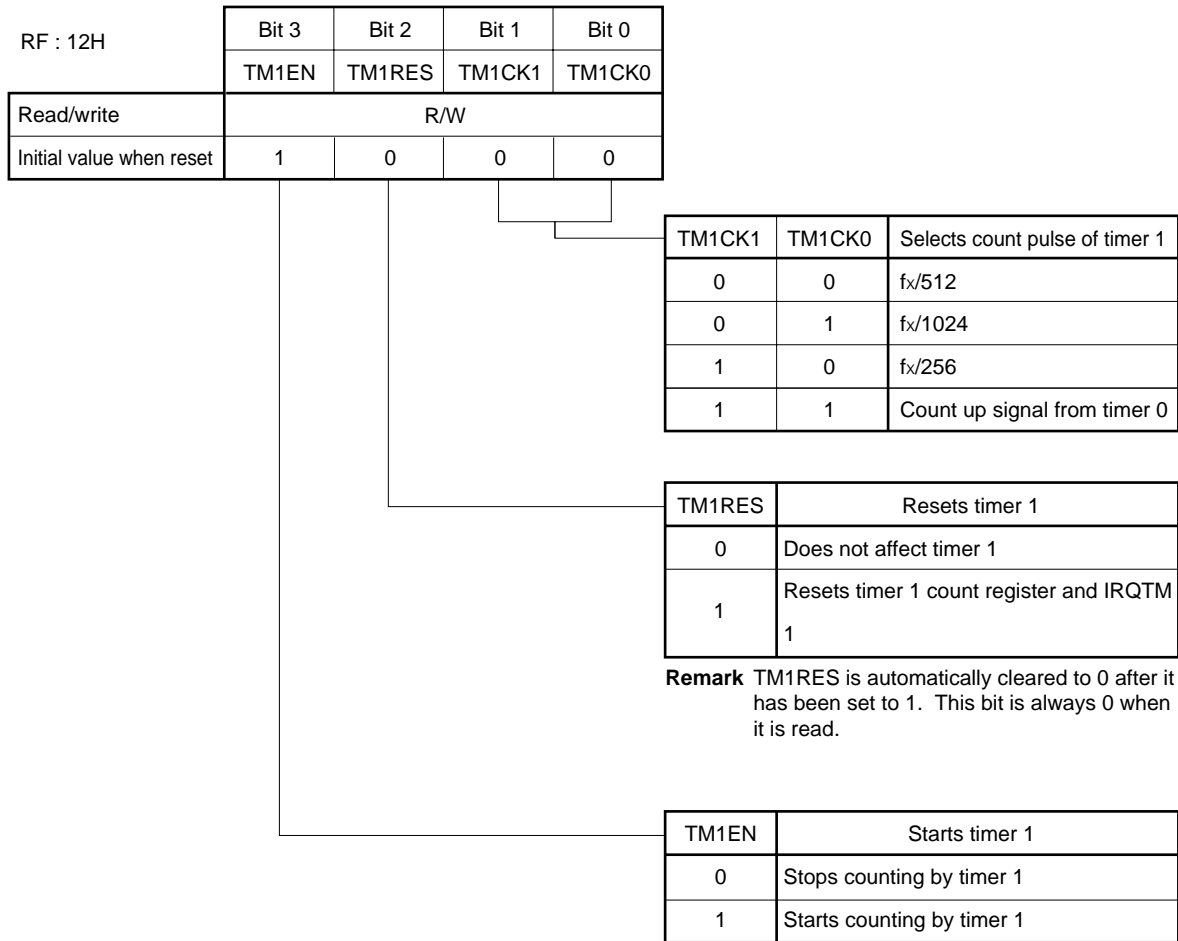


Figure 13-3. Timer 1 Mode Register



Remark TM1RES is automatically cleared to 0 after it has been set to 1. This bit is always 0 when it is read.

Remark TM1EN can be used as a status flag that detects the counting status of timer 0 (1: counting in progress, 0: counting is stopped).

13.1.2 Operation of 8-Bit Timers/Counters

(1) Count register

The count register of timers 0 and 1 is an 8-bit up counter whose initial value is 00H, and is incremented each time a count pulse has been input.

The count register is initialized to 00H in the following cases.

- (1) When this product is reset (refer to **CHAPTER 17 RESET**).
- (2) When the contents of the 8-bit modulo register and the value of the count register coincide, and the comparator generates a coincidence signal.
- (3) In the case of timer 0, when “1” is written to TM0RES of the register file.
In the case of timer 1, when “1” is written to TM1RES of the register file.

(2) Modulo register

The modulo register of timers 0 and 1 determines the count value of the count register and its initial value is set to FFH.

A value is set to the modulo register by using the PUT instruction via DBF (data buffer).

(3) Comparator

The comparator of timers 0 and 1 outputs a coincidence signal when the value of the count register and the value of the modulo register coincide. If the value of the modulo register is the initial value FFH, for example, the comparator outputs the coincidence signal when the count register counts 256.

The coincidence signal output from the comparator clears the contents of the count register to 0, and automatically sets interrupt request flags (IRQTM0 and IRQTM1) to “1”. If the EI instruction (that enables accepting interrupts) is executed, and if the interrupt enable flags (IPTM0 and IPTM1) are set at this time, interrupts are accepted. When an interrupt has been accepted, the interrupt request flag (IRQTM0 or IRQTM1) is cleared to “0”, and program execution branches to a specified interrupt routine.

13.1.3 Selecting Count Pulse

The count pulse for timer 0 is selected by TM0CK0 and TM0CK1.

As the count pulse, a pulse resulting from dividing the system clock (f_x) by 256, 64, or 16, or an external count pulse input from the INT pin can be selected.

At reset, $f_x/256$ is selected as a count pulse because TM0CK0 = 0 and TM0CK1 = 0.

The count pulse for timer 1 is selected by TM1CK0 and TM1CK1.

As the count pulse, a pulse resulting from dividing f_x by 1024, 512, or 256, or the count up signal from timer 0 can be selected.

Timer 1 is also used to generate oscillation stabilization time on power application or at reset. Therefore, the initial values are TM1CK0 = 0 and TM1CK1 = 0, and $f_x/512$ is selected as the count pulse.

Because TM1EN = 1 as the initial condition, the μ PD17134A subseries starts program execution from address 0000H after it has been reset at $f_x = 8$ MHz and after about 16.4 ms (about 65.5 ms at 2 MHz) (refer to **CHAPTER 17 RESET**).

13.1.4 Setting Count Value to Modulo Register

A value is set to the modulo register by using the PUT instruction via DBF (data buffer). The peripheral address of the modulo register of timer 0 is assigned to 02H, and that of timer 1 is assigned to 03H.

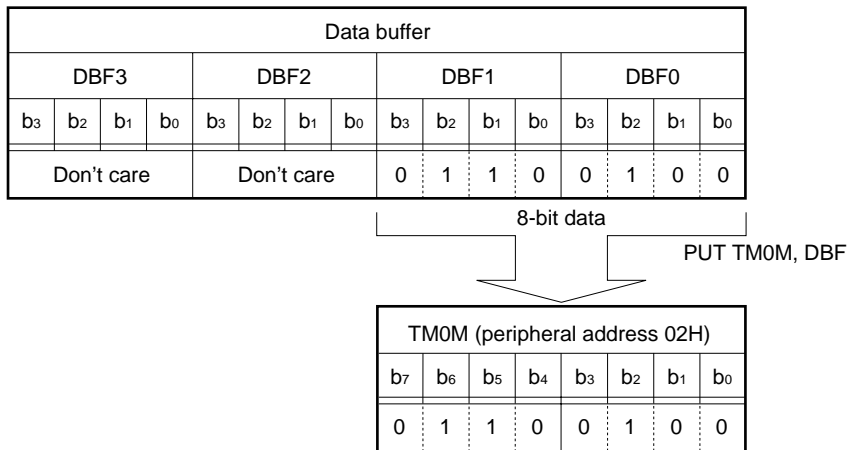
To transfer a value by using the PUT instruction, the data of the low-order 8 bits of DBF (DBF1 and DBF0) are transferred to the modulo register. Figure 13-4 shows an example of the modulo register of timer 0.

Figure 13-4. Setting Count Value to Modulo Register

Example of setting count value 64H to modulo register of timer 0

```

CONTDATL DAT 4H ; Assigns CONTDATL to 4H by using symbol definition instruction
CONTDATH DAT 6H ; Assigns CONTDATH to 6H by using symbol definition instruction
MOV DBF0, #CONTDATL ;
MOV DBF1, #CONTDATH ;
PUT TM0M, DBF ; Transfers data by using reserved word "TM0M"
    
```



Caution The range of the value to that can be set to the modulo register is 01H to FFH. If 00H is set, the normal count operation is not performed.

The modulo register is a write-only register. Therefore, the set value of the modulo register cannot be read. Even if the "PUT TM0M, DBF" or "PUT TM1M, DBF" instruction is executed while the 8-bit timer/counter is operating, the count is operating is not stopped.

13.1.5 Reading Value of Count Register

The values of the count registers of timers 0 and 1 are read simultaneously by using the GET instruction via DBF (data buffer).

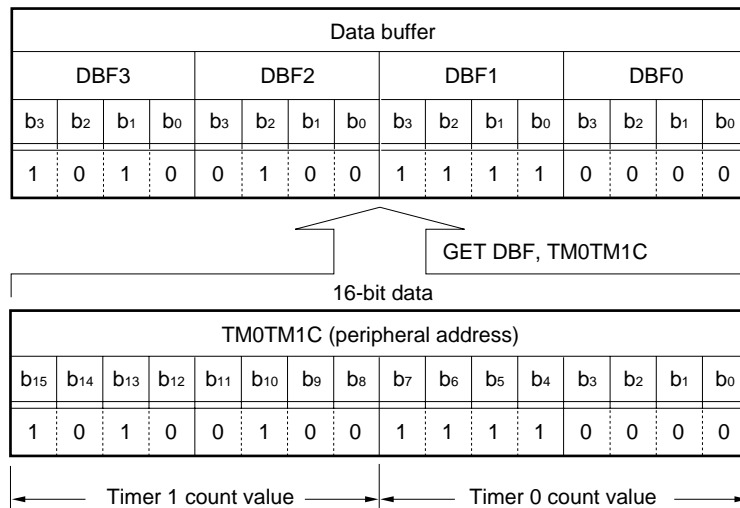
The values of the count registers of timers 0 and 1 are assigned to peripheral address 45H. The high-order 8 bits of this address are assigned to the count value of timer 1, and the low-order 8 bits are assigned to the count value of timer 0.

The values of the count registers can be read to DBF by using the GET instruction. While the GET instruction is being executed, the count registers stop counting and hold the current count value. If a count pulse is input to the timer while the timer is operating and the GET instruction is being executed, the count value is held, the value of the count register is incremented by one after the GET instruction has been executed, and the timer continues counting.

Therefore, the timer does not count erroneously even if the GET instruction is executed while the timer is operating, unless two or more count pulses are input to the timer in one instruction cycle.

Figure 13-5. Reading Count Value of Count Register

Example of using GET DBF, TM0TM1C; reserved word DBF and TM0TM1C when count value of timer 0 is F0H and count value of timer 1 is A4H



13.1.6 Setting of Interval Time

The time interval at which the comparator outputs the coincidence signal is determined by the value set to the modulo register. The set value N of the modulo register is calculated from interval time T [sec] as follows:

$$T = \frac{N + 1}{f_{CP}} = (N + 1) \times T_{CP}$$

$$N = T \times f_{CP} - 1 \text{ or } N = \frac{T}{T_{CP}} - 1 \text{ (where, } N = 1 \text{ to } 255)$$

f_{CP} : Frequency of count pulse [Hz]

T_{CP} : Cycle of count pulse [sec] ($1/f_{CP}$ = resolution)

- **Example of calculating count value from interval time and program**

- **Example of setting 7 ms to timer 1 as interval time (system clock: $f_x = 8$ MHz)**

Suppose one wanted to set the interval timer to 7 ms. It is impossible to set an interval time of exactly 7 ms from an 8-MHz system clock. To set an interval time closest to 7 ms, therefore, calculate the count value by selecting a count pulse ($f_x/256$, resolution: $32 \mu s$) at which the resolution is maximum.

Example of calculation $T = 7$ ms, Resolution = $32 \mu s$

$$\begin{aligned} N &= \frac{T}{(\text{Resolution})} - 1 \\ &= \frac{7 \times 10^{-3}}{32 \times 10^{-6}} - 1 \\ &= 217.75 \approx 218 \text{ (= DAH)} \end{aligned}$$

The value of the modulo register at which the interval time is closest to 7 ms is DAH, and the interval time at that time is 7.008 ms.

Program example

MOV DBF0, #0AH ; Stores DAH to DBF by using reserved words "DBF0" and "DBF1"

MOV DBF1, #0DH ; Storage

PUT TMM, DBF ; Transfers contents of DBF by using reserved word "TMM"

INITFLG TM1EN, TM1RES, TM1CK1, NOT TM1CK0

; Sets TM1EN and TM1RES, sets count pulse of timer 1 to " $f_x/256$ ", and starts
; counting, by using embedded macroinstruction "INITFLG"

13.1.7 Error of Interval Time

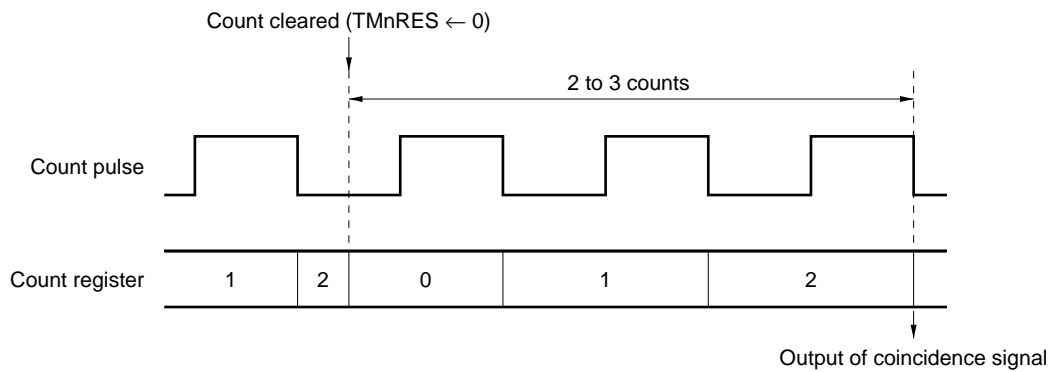
The interval time may include an error of up to -1.5 count, especially if the value set value of the modulo register is low.

(1) Error when count register is cleared to 0 during counting (maximum error: -1 count)

The count register of the 8-bit timer/counter is cleared to 0 when the TMnRES flag is set to 1. However, the divider circuit that generates a count pulse from the system clock is not reset.

Therefore, an error of 1 cycle of the count pulse may be generated at the first count if the TMnRES flag is set to 1 and the count value is cleared to 0 during counting. An example of counting where 2 is set to the modulo register is shown below.

Figure 13-6. Error When Count Register Is Cleared to 0 During Counting



In this example, the coincidence signal must be output each time the count value has reached 3. However, the coincidence signal is output when the count value reaches 2 for the first time after the count has been cleared.

The above error also occurs when $TMnRES \leftarrow 1$ at the same time as $TMnEN = 1 \leftarrow 0$.

(2) Error when counting is started from count stop status (maximum error: -1.5 count)

The count register of the 8-bit timer is cleared to 0 by setting the TMnRES flag to 1. However, the divider circuit that generates a count pulse from the system clock is not reset.

If the TMnEN flag is set to 1 and counting is started from the count stop status, the timing of the first counting differs as follows depending on whether the count pulse starts with a low level or a high level.

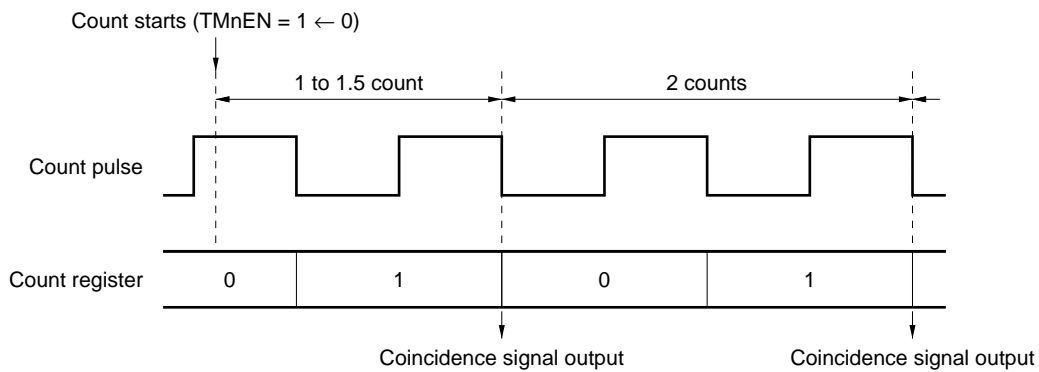
If count pulse starts with high level: First count at the next rising

If count pulse starts with low level: First count on starting of counting

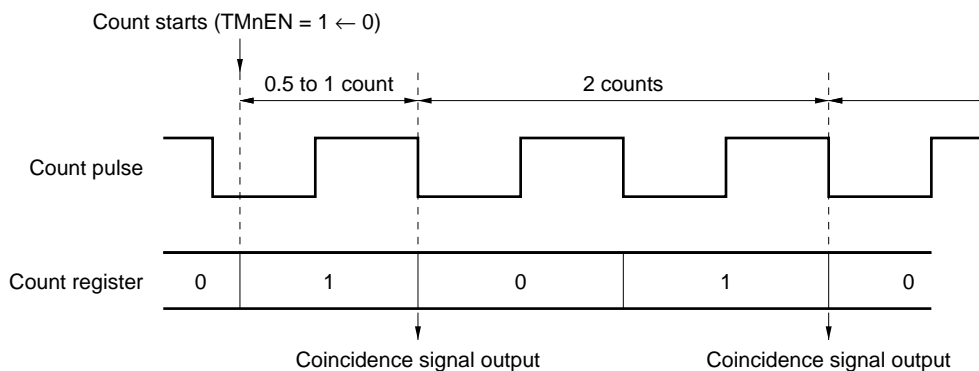
Therefore, an error of -0.5 to 1.5 count occurs until the coincidence signal is output for the first time after counting has been started. An example of counting where the modulo register is set to 1 is shown below.

Figure 13-7. Error When Counting Is Started from Count Stop Status

(a) If counting is started when count pulse is high (error: -0.5 to -1 count)



(b) If counting is started when count pulse is low (error: -1 to -1.5 count)



In this example, the coincidence signal must be output each time the count value has reached 2. However, the first coincidence signal is output when the count value is 1.5 at maximum or 0.5 at minimum (error: -0.5 to -1.5 count).

The above error also occurs during oscillation stabilization wait time because the timer is also used to generate the oscillation stabilization wait time.

13.1.8 Timer 0 Output

The $P0D_3/\overline{TM0OUT}$ pin functions as timer 0 output pin by setting the TM0OSEL flag to “1”. At this time, the value of P0DBIO3 is irrelevant.

Timer 0 has an internal flip-flop for outputting a coincidence signal. The output of this flip-flop is inverted each time the comparator has output the coincidence signal. If the TM0OSEL flag is set to “1”, the content of this flip-flop is output to the $P0D_3/\overline{TM0OUT}$ pin.

The $P0D_3/\overline{TM0OUT}$ pin is an N-ch open-drain output pin and can be connected to a pull-up resistor by mask option. If the pull-up resistor is not connected, the $P0D_3/\overline{TM0OUT}$ pin goes into a high-impedance state as the initial status.

The internal timer 0 output flip-flop starts operating as soon as TM0EN has been set to 1. To make sure that timer 0 output always starts from the initial status, set TM0RES to 1 and reset the flip-flop before starting counting.

Figure 13-8. Timer 0 Output Setting Register

RF : 0BH

	Bit 3	Bit 2	Bit 1	Bit 0
	TM0OSEL	0	0	SIOEN
Read/write	R/W			
Initial value when reset	0	0	0	0

Read = R, write = W

SIOEN	Function
0	$P0D_0/\overline{SCK}$, $P0D_1/\overline{SO}$, and $P0D_2/\overline{SI}$ pins function as port pins.
1	$P0D_0/\overline{SCK}$, $P0D_1/\overline{SO}$, and $P0D_2/\overline{SI}$ pins function as serial interface pins.

Caution This bit is not directly related to output setting of timer 0.

TM0OSEL	Function
0	$P0D_3/\overline{TM0OUT}$ pin functions as port pin.
1	$P0D_3/\overline{TM0OUT}$ pin outputs coincidence signal of timer 0.

13.2 BASIC INTERVAL TIMER (BTM)

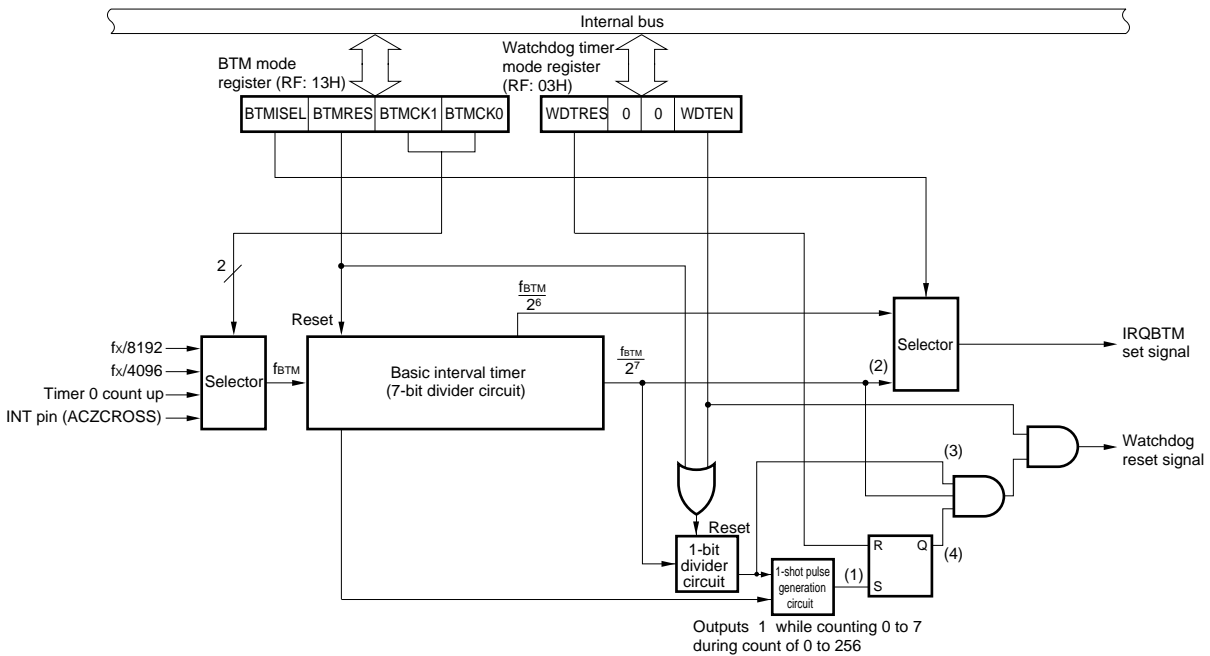
The μ PD17134A subseries has a 7-bit basic interval timer.
 This basic interval timer has the following functions.

- (1) Generates reference time.
- (2) Selects and counts wait time when standby mode is released.
- (3) Serves as watchdog timer that detects program hang-up.

13.2.1 Basic Interval Timer Configuration

Figure 13-9 shows the configuration of the basic interval timer.

Figure 13-9. Basic Interval Timer Configuration



Remark (1) through (4) in the figure corresponding to the signals in the timing chart in Figure 13-12.

13.2.2 Registers Controlling Basic Interval Timer

The basic interval timer is controlled by the BTM mode register and watchdog timer mode register. Figures 13-10 and 13-11 show the configuration of the respective registers.

Figure 13-10. BTM Mode Register

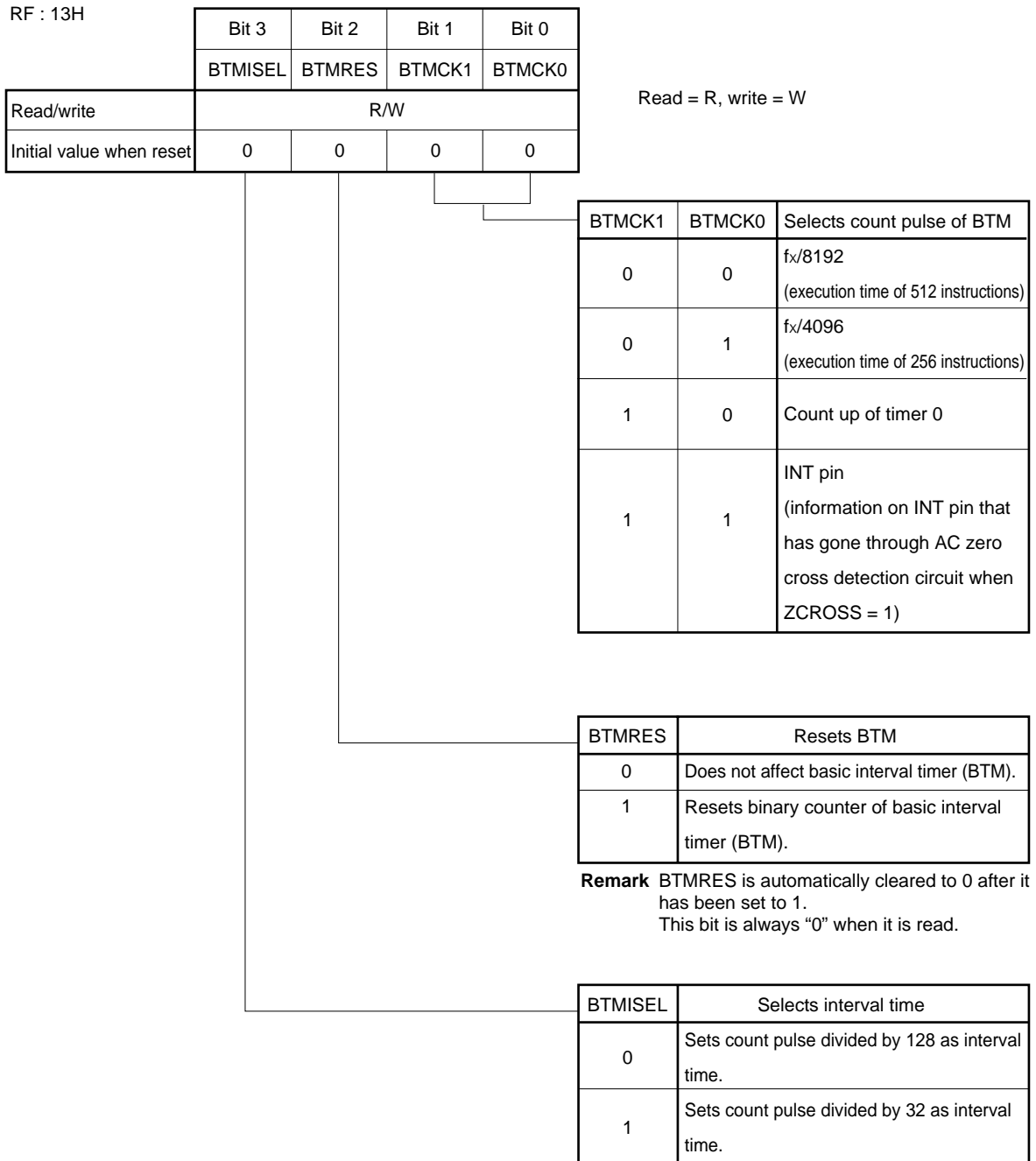


Figure 13-11. Watchdog Timer Mode Register

RF : 03H

	Bit 3	Bit 2	Bit 1	Bit 0
	WDTRES	0	0	WDTEN
Read/write	R/W			
Initial value at reset	0	0	0	0

Read = R, write = W

WDTEN	Enables watchdog timer function
0	Watchdog timer stops.
1	Watchdog timer starts operating.

- Remarks**
1. WDTEN cannot be cleared to 0 by program.
 2. WDTEN is automatically cleared to 0 after it has been set to 1. This bit is always 0 when it is read.

WDTRES	Resets watchdog timer
0	Does not affect watchdog timer.
1	Sets flip-flop that holds overflow carry of BTM used by watchdog timer.

Remark WDTRES is automatically cleared to 0 after it has been set to 1. This bit is always 0 when it is read.

13.2.3 Operation of Basic Interval Timer

The basic interval timer is a 7-bit binary counter that always counts up by using a count pulse specified by the BTM mode register. Counting operation cannot be stopped.

The interval time of the basic interval timer can be changed by using the BTMISEL bit of the BTM mode register. When BTMISEL = 0, the interval time is the count pulse divided by 128 ($128/f_{BTM}$); when BTMISEL = 1, the interval time is the count pulse divided by 32 ($32/f_{BTM}$).

The contents of the counter are not cleared to 0 even if the interval time is changed.

13.2.4 Watchdog Timer Function

The basic interval timer can also be used as a watchdog timer to detect a program hang-up.

(1) Function of watchdog timer

The watchdog timer is a counter that generates a reset signal at fixed intervals. By inhibiting the generation of this reset signal each time through program, the system can be reset (and started from address 0000H) if it has overrun due to an external noise (i.e., if the watchdog timer is not reset within the time set by program). This function can prevent the system from overrunning even if the program is caused to jump to an unexpected routine by an external noise and enter an infinite loop, because a reset signal is generated at fixed intervals.

(2) Operation of the watchdog timer

When “1” is set to WDTEN, the 1-bit divider is enabled to operate, and consequently, the basic interval timer operates as an 8-bit watchdog timer.

Once the watchdog timer has been started, it cannot be stopped until the device is reset and WDTEN is cleared to 0.

Generation of the reset signal by the watchdog timer can be inhibited in the following two ways:

- (i) Repeat setting WDTRES in program.
- (ii) Repeat setting BTMRES in program.

In the case of (i), WDTRES must be set while the count value of the watchdog timer is between 8 and 191 (immediately before it reaches 192). Therefore, “SET1 WDTRES” must be executed at least once at a timing shorter than the cycle in which the count value of the watchdog timer reaches 184.

In the case of (ii), BTMRES must be set until the count value of the basic interval timer (BTM) reaches 128. Therefore, “SET BTMRES” must be executed at least once at a timing shorter than the cycle in which the count value of BTM reaches 128. In this case, however, interrupt processing cannot be performed by BTM.

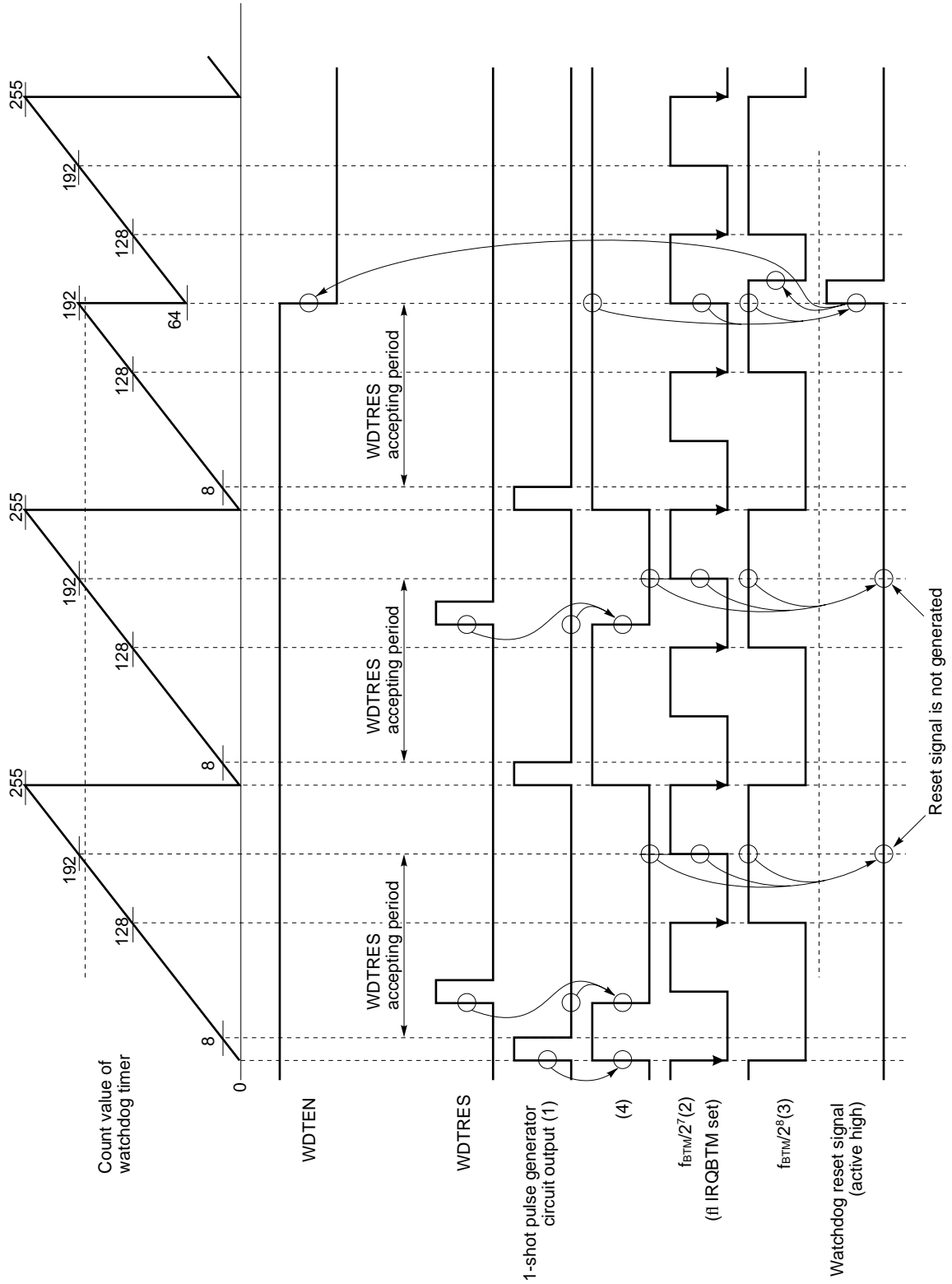
Caution BTM is not reset even if WDTEN is set. Therefore, be sure to set BTMRES and reset BTM before setting WDTEN first.

Example

```

      :
      :
SET1  BTMRES
SET2  WDTEN, WDTRES
      :
      :
```


Figure 13-12. Timing Chart of Watchdog Timer (with WDTRES Flag Used)



13.3 A/D CONVERTER

μ PD17134A subseries contains an 8-bit resolution A/D converter with 4-channel analog input (P0C0/ADC0 - P0C3/ADC3).

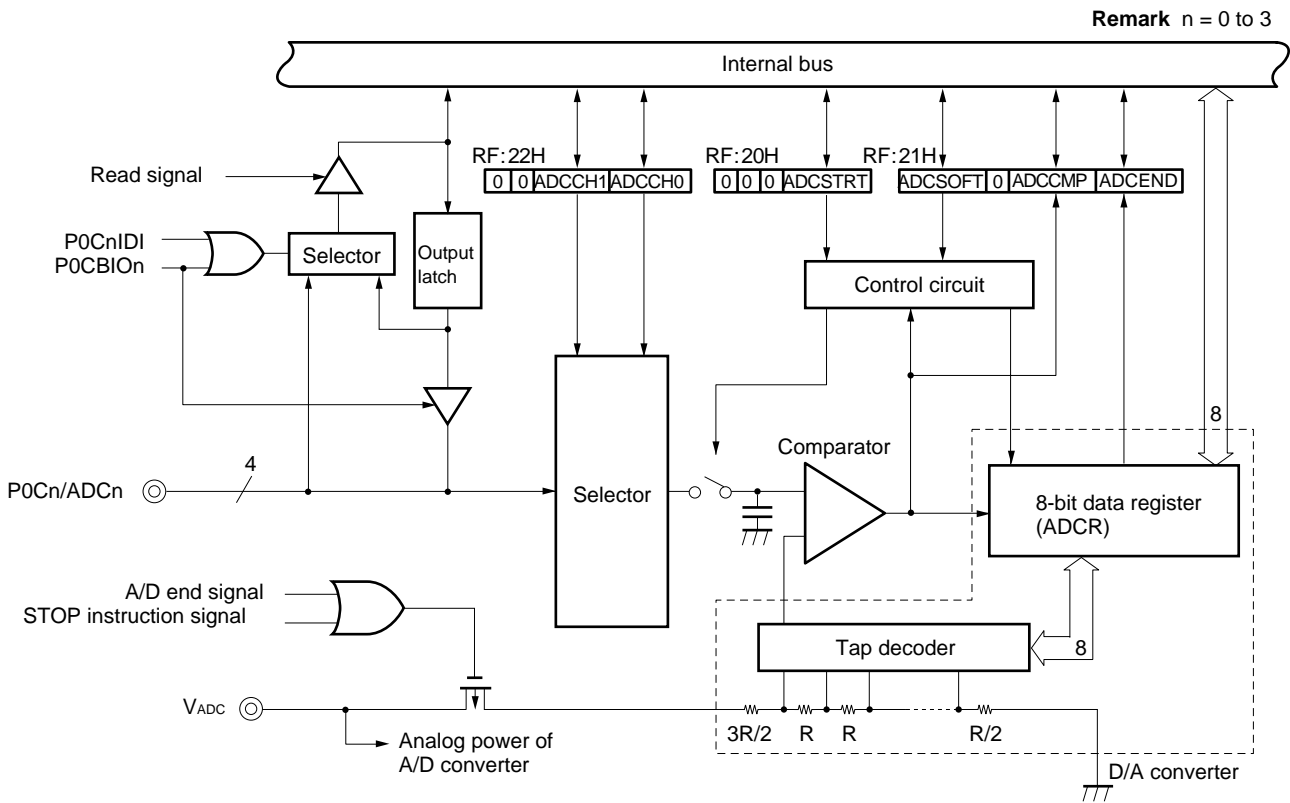
The A/D converter uses the successive approximation method. The following two operation modes are available:

- (1) Successive mode: 8-bit A/D conversion occurs starting at high-order bits.
- (2) Single mode: Comparison occurs with an arbitrary voltage value set in the 8-bit data register.

13.3.1 A/D Converter Configuration

Figure 13-13 shows the A/D converter configuration.

Figure 13-13. Block Diagram of the A/D Converter



- Cautions**
- 1. The 8-bit data register (ADCR) is cleared to 00H when the STOP instruction has been executed.
 - 2. If the HALT instruction is executed during A/D conversion, a current keeps flowing between V_{ADC} and GND.

13.3.2 Functions of A/D Converter

(1) ADC₀ – ADC₃

These pins are used to input 4-channel analog voltage to the A/D converter. The A/D converter contains a sample hold circuit. Analog input voltage is internally retained during A/D conversion.

(2) V_{ADC}

This pin is used to input the power supply and the reference voltage for the A/D converter.

A signal input to ADC₀ to ADC₃ is converted to a digital signal based on voltage applied across V_{ADC} and GND. To reduce the current consumption of the microcontroller, the A/D converter has a function for automatically stopping the current which flows into the V_{ADC} pin when the converter is not operating. Current flows into the V_{ADC} pin in the following cases.

<1> Successive mode (ADCSOFT=0)

From when the ADCSTRT flag is set (1) until the ADCEND flag is set (1).

<2> Single mode (ADCSOFT=1)

From when the ADCSTRT flag is set (1) or from when a value of the 8-bit data register is written until the result of comparison by the comparator is written in the ADCCMP flag.

Caution If the HALT instruction is executed while the A/D conversion is in progress, the A/D converter stops conversion. Note that, in this case, the HALT mode is set with current flowing to the V_{ADC} pin. When the HALT mode has been released, the A/D conversion is resumed. At this time, however, the value of ADCR is undefined, and the correct conversion result cannot be obtained.

Remark A/D conversion is stopped if the STOP instruction is executed while the conversion is in progress. In this case, the A/D converter is initialized, and the current to the V_{ADC} pin is also cut. The A/D converter remains stopped even if the STOP mode has been released.

(3) 8-bit data register (ADCR)

In the successive mode, this 8-bit data register stores A/D conversion results for successive approximation. It is read by the GET instruction. In the single mode, the data in this register is converted to analog voltage by the internal D/A converter and the comparator compares this voltage with an analog signal input from the ADC_n pin. A value can be written in this register by using the PUT instruction.

(4) Comparator

The comparator compares an analog input voltage from a pin with voltage output from the D/A converter. Value 1 is output if analog input voltage from the pin is high. Value 0 is output if this voltage is low. The comparison result is stored in the 8-bit data register (ADCR) in the successive mode. It is stored in the ADCCMP flag in the single mode.

(5) A/D converter control register

Figure 13-14 shows the A/D converter control register.

Figure 13-14. A/D Converter Control Register (1/2)

RF: 21H

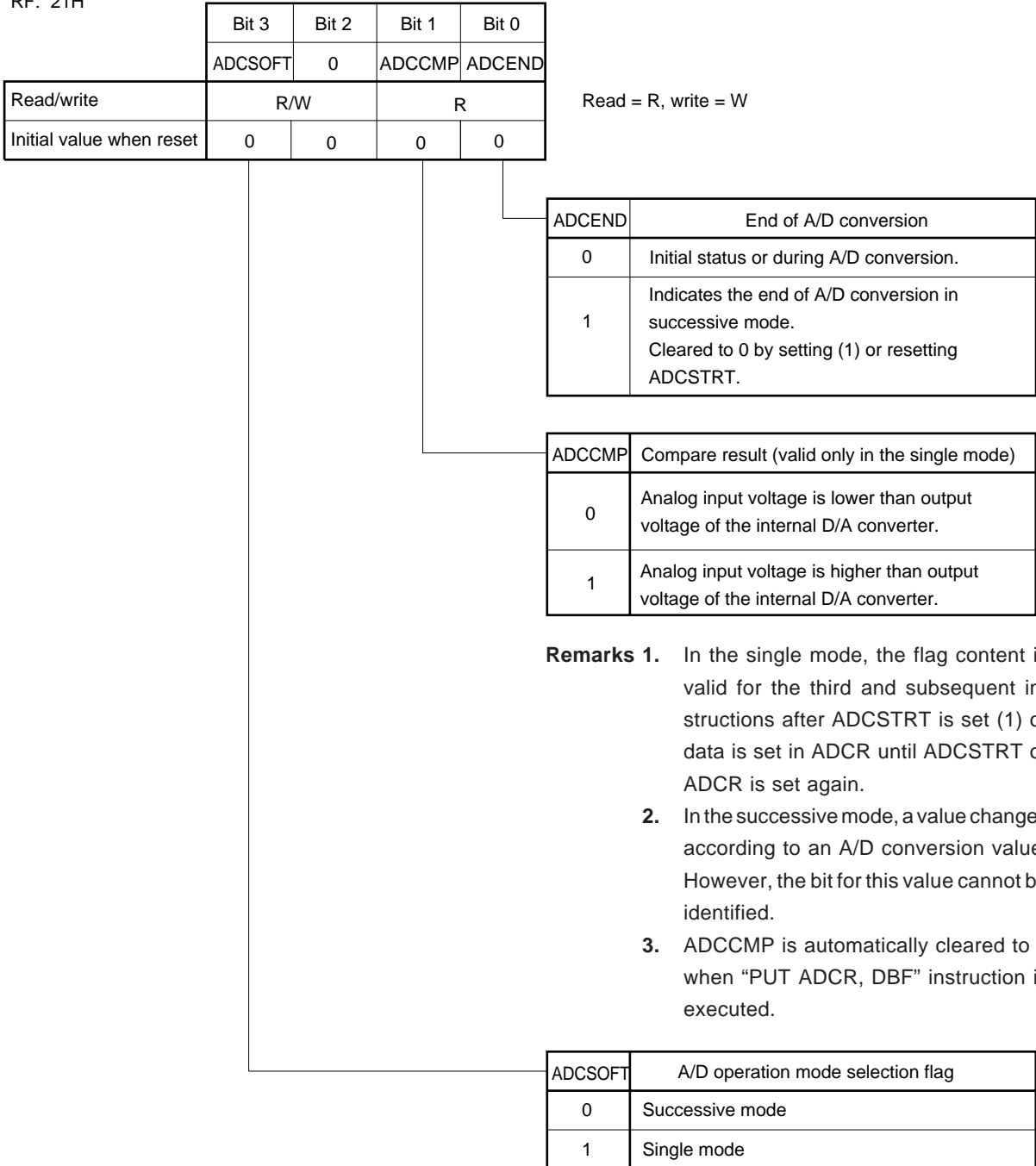


Figure 13-14. A/D Converter Control Register (2/2)

RF: 20 H

	Bit 3	Bit 2	Bit 1	Bit 0
	0	0	0	ADCSTRT
Read/write	R/W			
Initial value when reset	0	0	0	0

Read = R, write = W

ADCSTRT	Start of A/D operation
0	Initial status or during A/D conversion.
1	Cleared to 0 automatically after A/D conversion (successive or single mode ^{Note}) starts.

Note With the μ PD17134A subseries, ADCR is reset to 0 if the ADCSTRT flag is set, regardless of the A/D conversion mode. In the single mode, start conversion by writing a value to ADCR.

RF: 22H

	Bit 3	Bit 2	Bit 1	Bit 0
	ADCCH3	ADCCH2	ADCCH1	ADCCH0
Read/write	R/W			
Initial value when reset	0	0	0	0

Read = R, write = W

ADCCH1	ADCCH0	Analog input channel selection
0	0	ADC ₀ is selected.
0	1	ADC ₁ is selected.
1	0	ADC ₂ is selected.
1	1	ADC ₃ is selected.

Fixed to 0. (Dummy flag)

13.3.3 Setting Values in the 8-bit Data Register (ADCR)

A value is set in the 8-bit data register via the data buffer (DBF) using the PUT instruction in the same way as for comparison voltage setting in the single mode.

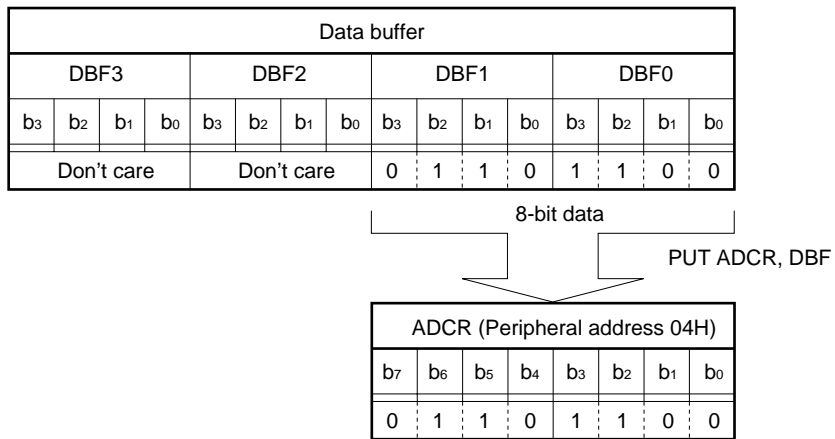
The peripheral address for the 8-bit data register (ADCR) of the A/D converter is assigned to 04H. If a value is sent to ADCR by the PUT instruction, only the low-order 8 bits (DBF1, DBF0) of DBF are valid. DBF3 and DBF2 values do not affect ADCR.

Figure 13-15. Setting a Value in the 8-Bit Data Register (ADCR)

Example of setting 6CH in ADCR

```

CONTDATL DAT 0CH ; CONTDATL is assigned to 0CH by using a symbol definition instruction.
CONTDATH DAT 06H ; CONTDATH is assigned to 06H by using a symbol definition instruction.
MOV DBF0, #CONTDATL;
MOV DBF1, #CONTDATH;
PUT ADCR, DBF ; Data is transferred using reserved words ADCR and DBF.
    
```



13.3.4 Reading Values from the 8-bit Data Register (ADCR)

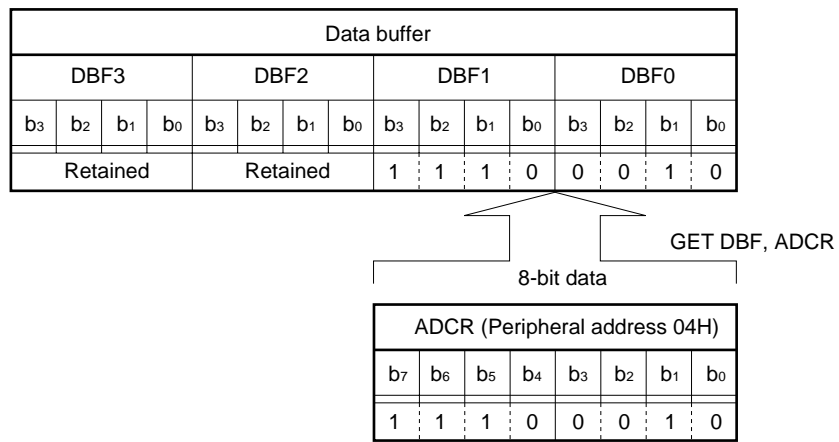
A value is read from the 8-bit data register (ADCR) via the data buffer (DBF) using the GET instruction.

The 8-bit data register (ADCR) of the A/D converter has peripheral address 04H and only its low-order 8 bits (DBF1, DBF0) are valid. Execution of the GET instruction does not affect the high-order 8 bits of DBF.

Figure 13-16. Reading Values from the 8-bit Data Register (ADCR)

The result from 8-bit A/D conversion is E2H.

GET DBF, ADCR ; Example of using reserved words DBF and ADCR

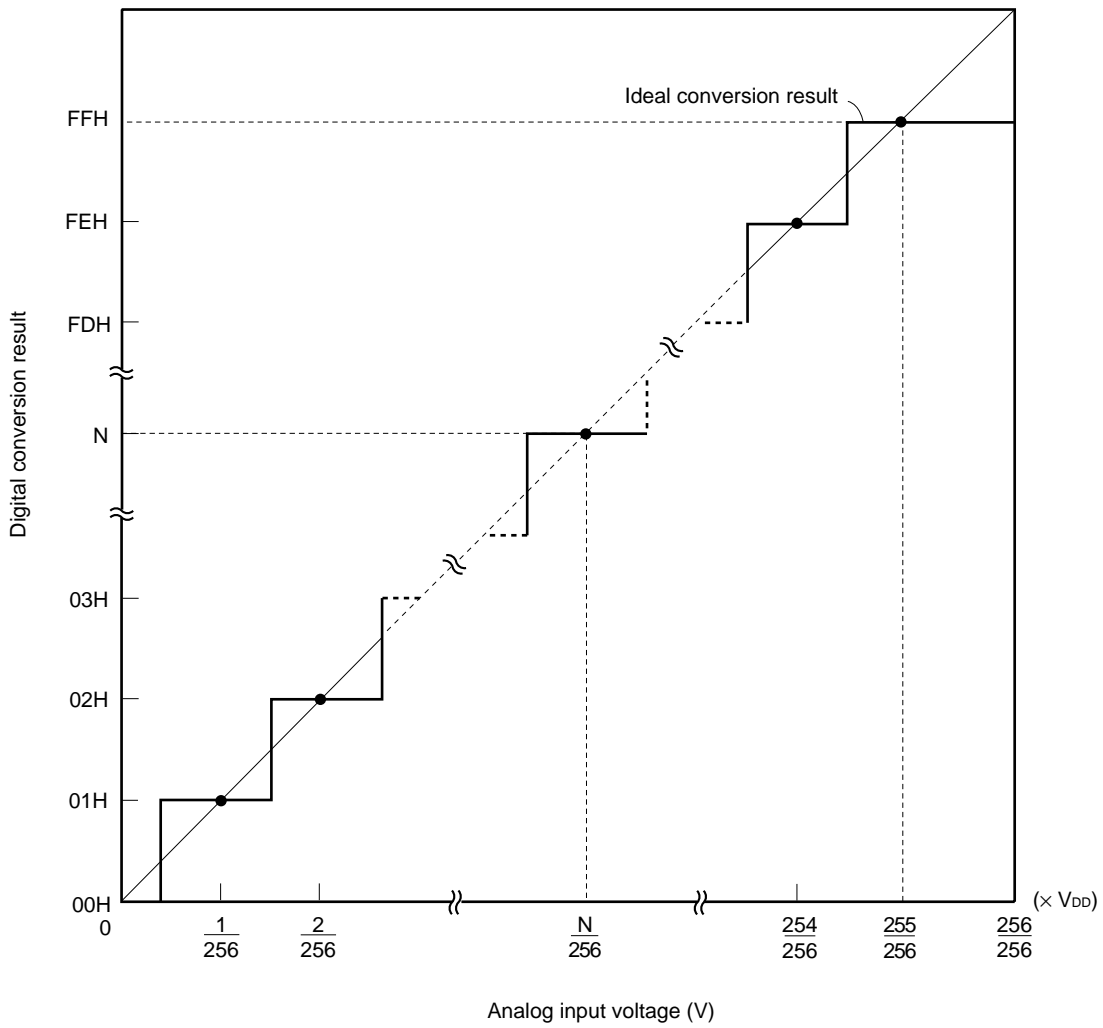


13.3.5 A/D Converter Operation

The A/D converter operates in two modes: successive mode and single mode. The mode can be switched by setting the ADCSOFT flag.

ADCSOFT	Operation mode of A/D converter
0	Successive mode (A/D conversion)
1	Single mode (Compare operation)

Figure 13-17. Relationship between the Analog Input Voltage and Digital Conversion Result



(1) Successive mode**(a) Outline of successive mode**

In the successive mode, the A/D converter performs conversion in 8-bit units by means of successive approximation, and the result of the conversion is automatically stored to an 8-bit data register (ADCR). An analog input voltage and the voltage output by the internal D/A converter are compared by the internal comparator, and data for conversion is sequentially obtained from 8 bits of data, starting from the most significant bit. A time of 25 instructions is required to complete converting the 8 bits of data. The completion of the 8-bit A/D conversion is indicated by setting of the ADCEND flag to 1.

(b) Operation in successive mode

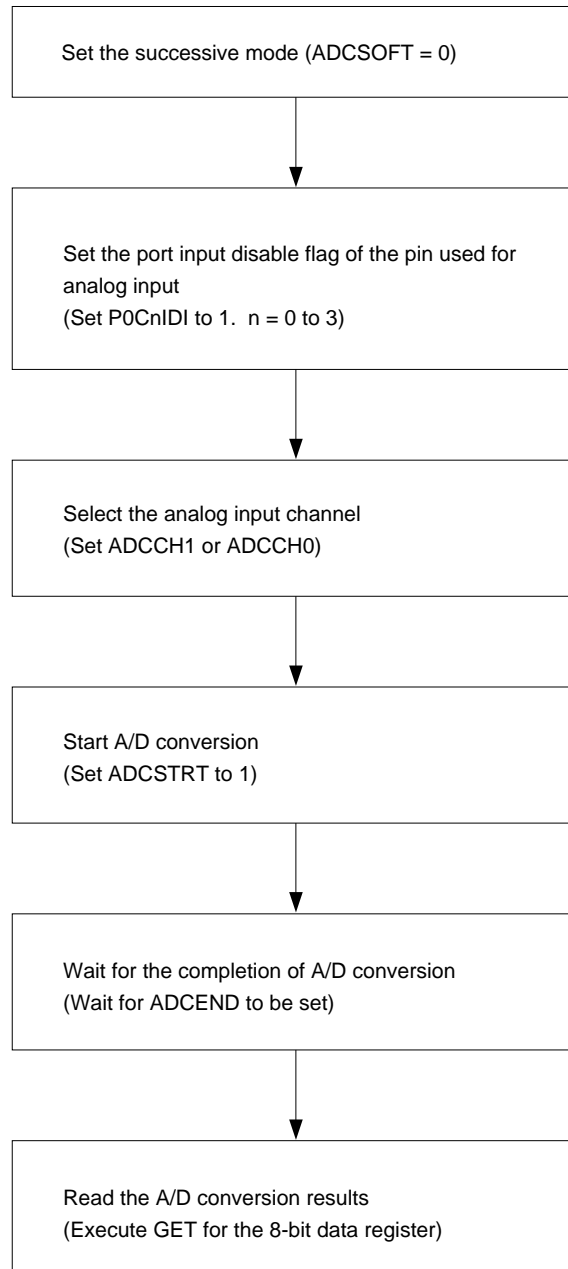
When ADCSOFT = 0, the A/D converter is set in the successive mode.

By setting P0CnIDI to 1 before starting A/D conversion, use of a pin used as an analog input pin of the A/D converter as a port pin is prohibited. This is to prevent an increase in the through current of the input buffer of the port if the voltage of the pin specified as an analog input pin reaches the intermediate level. After that, an analog input signal is selected by ADCCH1 and ADCCH0. A/D conversion is started by setting the ADCSTRT flag to 1. The ADCSTRT flag is cleared to 0 immediately after A/D conversion has been started.

While A/D conversion is in progress, the internal hardware performs successive approximation, starting from the most significant bit of the 8 bits of data. The conversion result is stored to an 8-bit data register on a bit-by-bit basis. Converting 1 bit of data requires a time of three instructions. If a resolution of 8 bits is not required, therefore, the time required can be calculated from the number of instructions executed, and the data being converted can be extracted before the ADCEND flag is set.

The completion of the A/D conversion is indicated by setting of the ADCEND flag which takes place as soon as data has been stored to the least significant bit of the 8-bit data register.

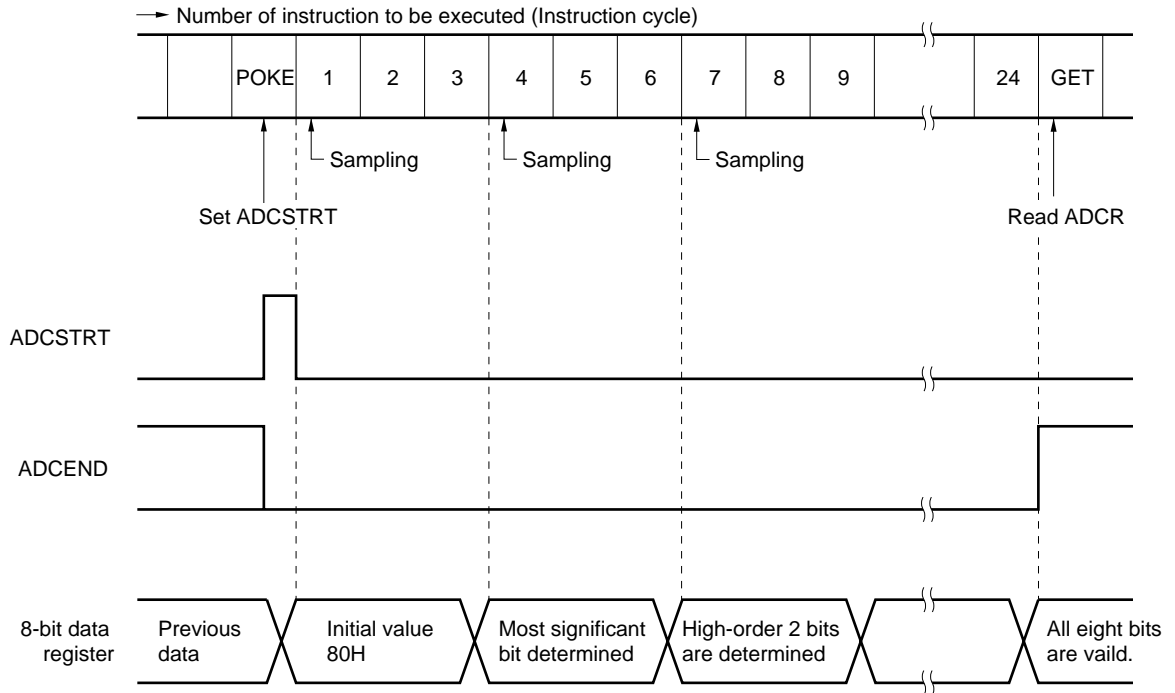
Figure 13-18. Using the Successive Mode for the A/D Converter



(c) Successive mode A/D conversion timing

Figure 13-16 shows the A/D conversion timing in the successive mode.

Figure 13-19. A/D Conversion Timing in the Continuous Mode



Caution Sampling is executed eight times while A/D conversion is performed once. Therefore, if the analog input voltage changes substantially during A/D conversion, conversion is not performed accurately. To obtain the accurate conversion result, it is necessary to keep changes in the analog input voltage as small as possible during A/D conversion.

One sampling time = $14/f_x$ (1.75 μs , 8 MHz^{Note})

Sampling repeat cycle = $48/f_x$ (6 μs , 8 MHz^{Note})

Note The guaranteed oscillation range of the $\mu\text{PD17134A}$, 17136A, and 17P136A is 400 kHz to 2.4 MHz.

Table 13-1. Data Conversion Time for the A/D Converter

Number of instructions executed after ADCSTRT is set to 1 ^{Note}	Bits for which A/D conversion is completed (valid bits when ADCR is read)
4 instructions	Most significant bit
7 instructions	High-order 2 bits
10 instructions	High-order 3 bits
13 instructions	High-order 4 bits
16 instructions	High-order 5 bits
19 instructions	High-order 6 bits
22 instructions	High-order 7 bits
25 instructions	All 8 bits

Note Includes GET instruction to read data from ADCR.

(2) Single Mode

(a) Overview of single mode

In the single mode, data in the 8-bit data register (ADCR) is compared with voltage subjected to D/A conversion and with an analog input signal from a pin. The comparison result appears in the ADCCMP flag.

(b) Explanation of single mode operation

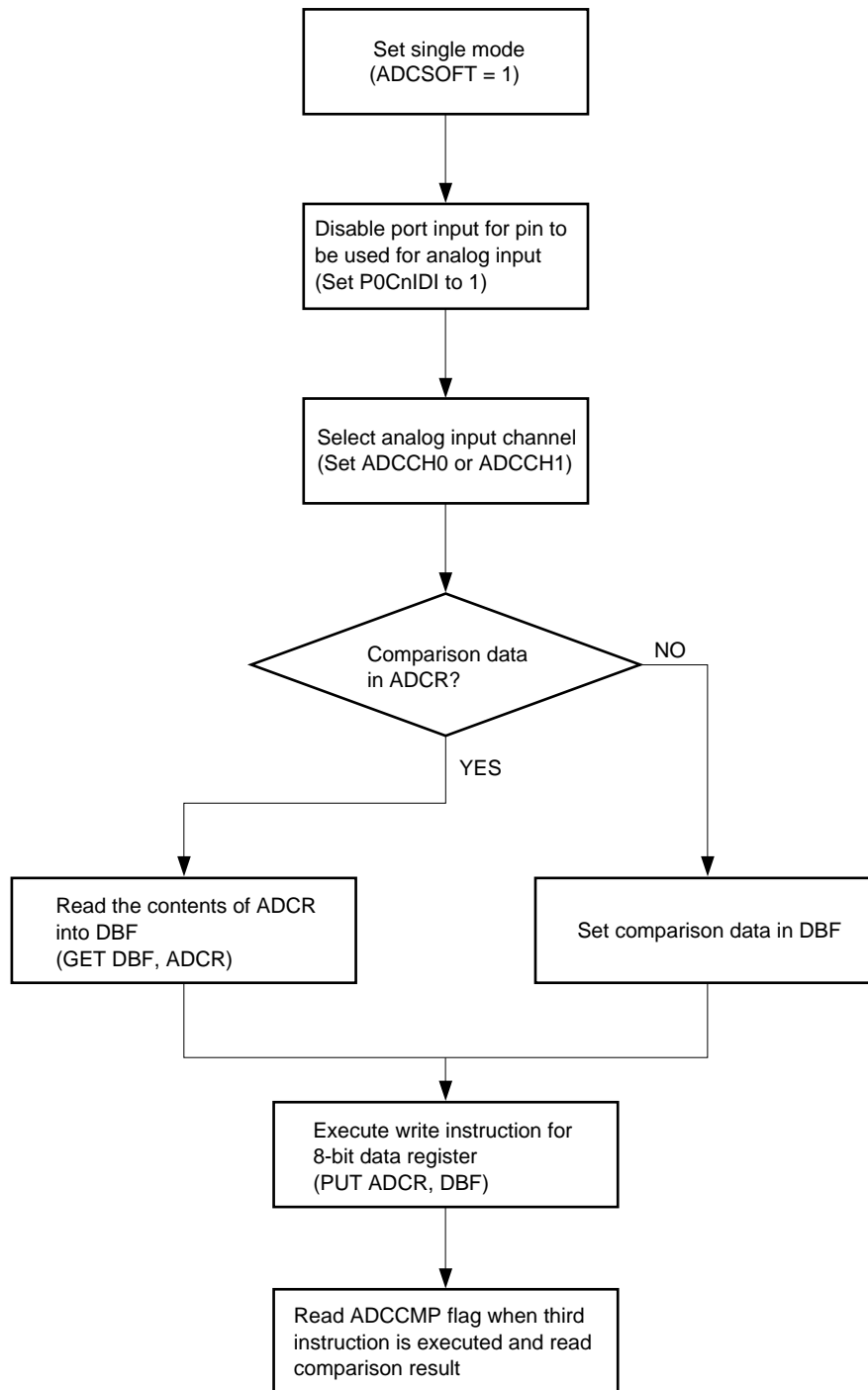
If ADCSOFT is 1, the A/D converter function enters the single mode.

Before single mode operation starts, port input is disabled for the pin to be used for analog input by setting POCnIDI to 1. (This is done for the same reason as in the successive mode.)

To start single mode operation, execute a write instruction (PUT ADCR, DBF) for the 8-bit data register (ADCR) when ADCSOFT is 1.

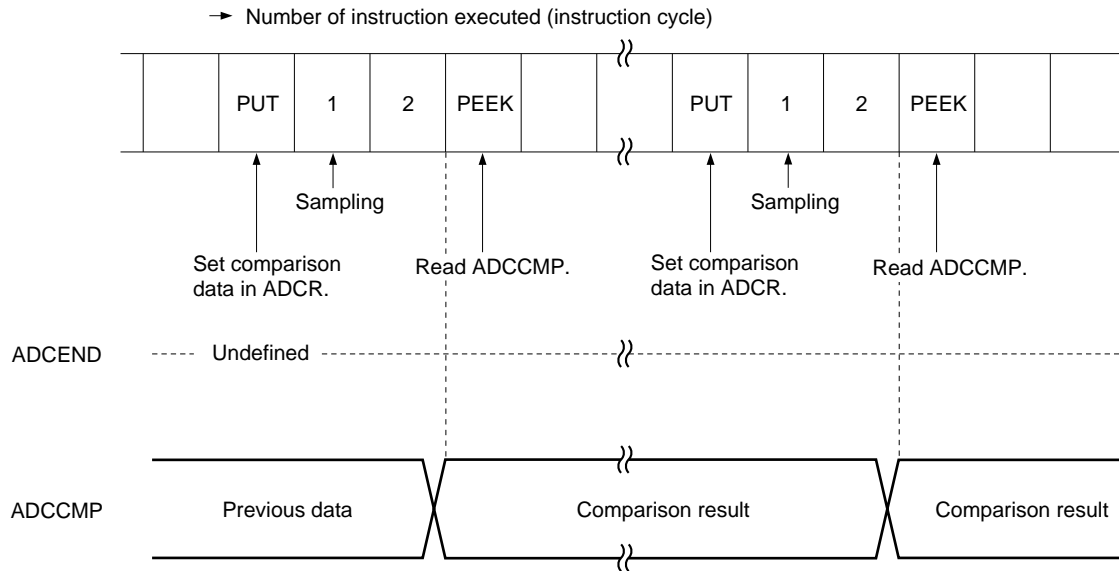
The comparison result in single mode appears in ADCCMP at the execution of the third instruction after a PUT instruction is executed to write to the 8-bit data register (ADCR). At this time, the ADCEND flag becomes undefined.

Figure 13-20. Using the Single Mode for the A/D Converter



(c) Single mode operation (comparison) timing

Figure 13-21. Single Mode Operation (Comparison) Timing



In the single mode, comparison is started when compare data is set to ADCR (by executing the PUT instruction), and the result of conversion can be read by using the PEEK instruction after execution of the third instruction.

The ADCCMP flag is cleared to 0 when an instruction that writes ADCR is executed.

Caution Before setting a value to ADCR, be sure to set ADCSOFT to 1. A value cannot be set to ADCR while ADCSOFT is 0 (the “PUT ADCR, DBF” instruction is invalidated).

One sampling time = $14/f_x$ ($1.75 \mu\text{s}$, $f_x = 8 \text{ MHz}$)

13.4 SERIAL INTERFACE (SIO)

The serial interface consists of a shift register (SIOSFR, 8 bits), serial mode register, and serial clock counter. It is used for serial data input/output.

13.4.1 Functions of the Serial Interface

This serial interface provides three signal lines: serial clock input pin ($\overline{\text{SCK}}$), serial data output pin (SO), and serial data input pin (SI). It allows 8 bits to be sent or received in synchronization with clocks. It can be connected to peripheral input/output devices using any method with a mode compatible to that used by the μPD7500 series or 75X series.

(1) Serial clock

Three types of internal clocks and one type of external clock are able to be selected. If an internal clock is selected as a shift clock, it is automatically output to the $\text{P0D}_0/\overline{\text{SCK}}$ pin.

Table 13-2. Serial Clock List

SIOCK1	SIOCK0	Serial clock to be selected
0	0	External clock from $\overline{\text{SCK}}$ pin
0	1	$f_x/16$
1	0	$f_x/128$
1	1	$f_x/1024$

f_x : System Clock oscillation frequency

(2) Transfer operation

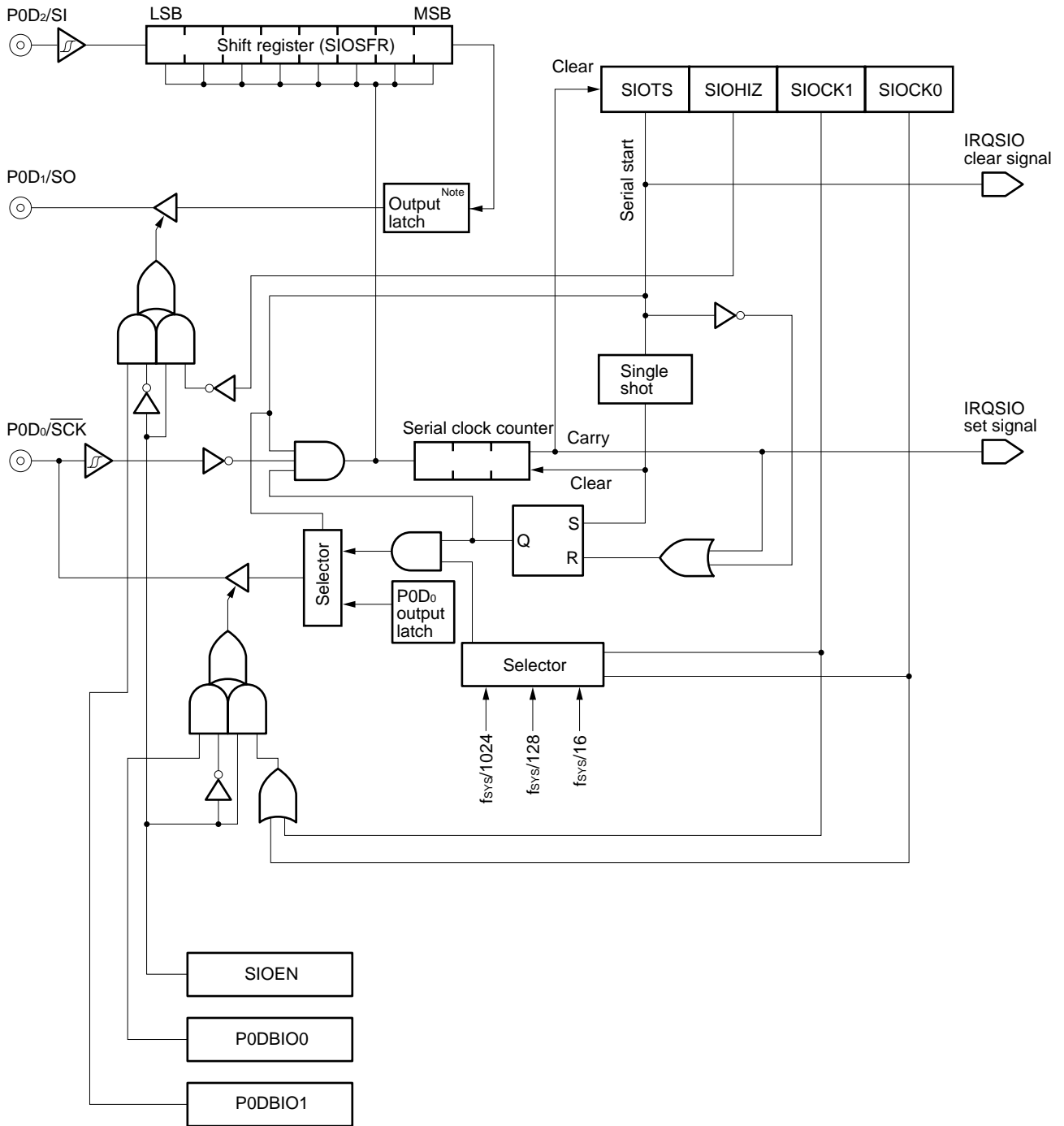
Each pin of port 0D ($\text{P0D}_0/\overline{\text{SCK}}$, $\text{P0D}_1/\text{SO}$, and $\text{P0D}_2/\text{SI}$) functions as a serial interface pin when SIOEN is set to 1. If SIOTS is set to 1 at this time, the operation is started in synchronization with the falling of the external or internal clock. If SIOTS is set, IRQSIO is automatically cleared.

Transfer is started from the most significant bit of the shift register in synchronization with the falling of the serial clock, and the information on the SI pin is stored to the shift register, starting from the least significant bit, in synchronization with the rising of the serial clock.

When transfer of 8-bit data has been completed, SIOTS is automatically cleared, and IRQSIO is set.

Remark When executing serial transfer, transfer is started only from the most significant bit of the shift register. It cannot be started from the least significant bit. The status of the SI pin is loaded to the shift register in synchronization with the rising of the serial clock.

Figure 13-22. Block Diagram of the Serial Interface



Note The output latch of the shift register is shared with P0D₁. If an output instruction is executed to P0D₁, therefore, the status of the output latch of the shift register is accordingly changed.

13.4.2 3-wire Serial Interface Operation Modes

Two modes can be used for the serial interface. If the serial interface function is selected, the P0D₂/SI pin always takes in data in synchronization with the serial clock.

- 8-bit transmission reception mode (simultaneous transmission and reception)
- 8-bit reception mode (SO pin: in the high-impedance state)

Table 13-3. Operating Mode of the Serial Interface

SIOEN	SIOHIZ	P0D ₂ /SI pin	P0D ₁ /SO pin	Operating mode of the serial interface
1	0	SI	SO	8-bit transmission/reception mode
1	1	SI	P0D ₁ (input)	8-bit reception mode
0	×	P0D ₂ (I/O)	P0D ₁ (I/O)	General-purpose port mode

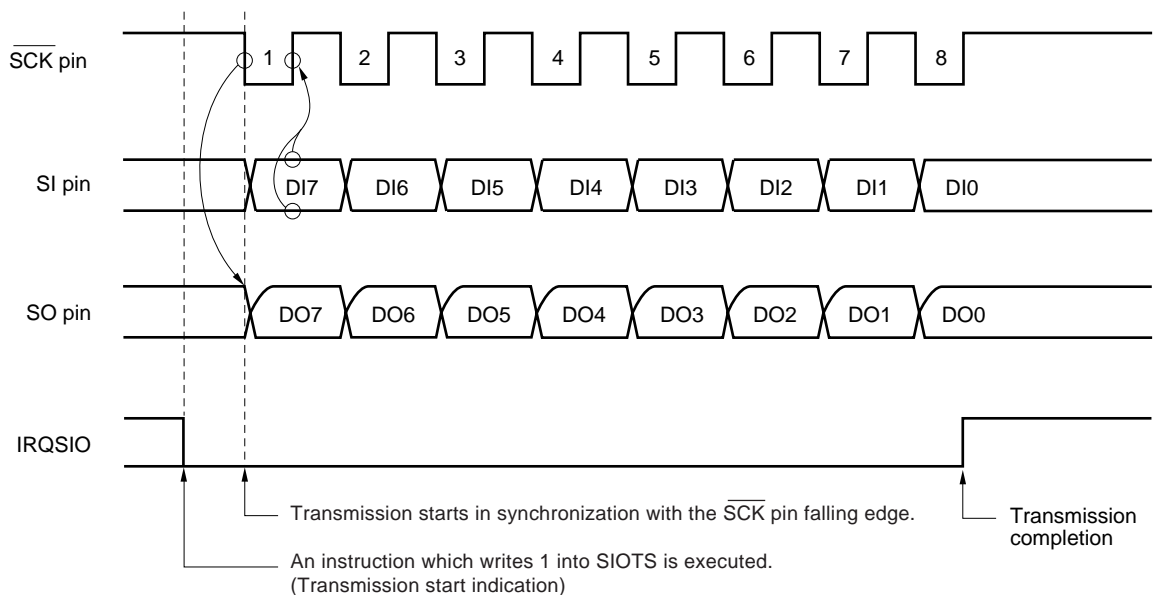
×: Don't care

(1) Clock synchronization 8-bit transmission and reception mode (simultaneous transmission and reception)

Serial data input/output is controlled by a serial clock. The MSB of the shift register is output from the SO line at a falling edge of the serial clock ($\overline{\text{SCK}}$ pin signal). The contents of the shift register is shifted one bit at a rising edge and at the same time, data on the SI line is loaded into the LSB of the shift register.

Every time the serial clock counter (3-bit counter) counts eight serial clocks, the interrupt request flag (IRQSIO←1) is set to 1.

Figure 13-23. Timing of 8-Bit Transmission and Reception Mode (Simultaneous Transmission and Reception)



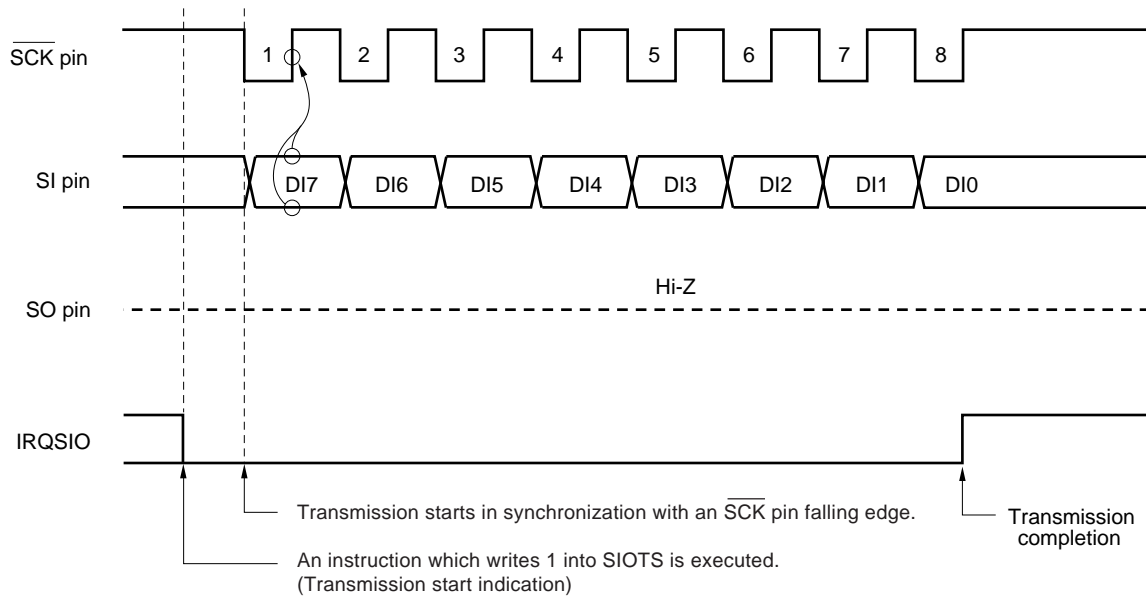
Remark DI: Serial data input
DO: Serial data output

(2) Clock synchronization 8-bit transmission and reception mode (SO pin output high impedance)

The P0D₁/SO pin goes into a high-impedance state when SIOHIZ = 1. If supply of the serial clock is started by writing "1" to SIOTS at this time, only the reception function of the serial interface is enabled.

Because the P0D₁/SO pin goes into a high-impedance state, it can be used as an input port pin (P0D₁).

Figure 13-24. Timing of the Clock Synchronization 8-Bit Reception Mode



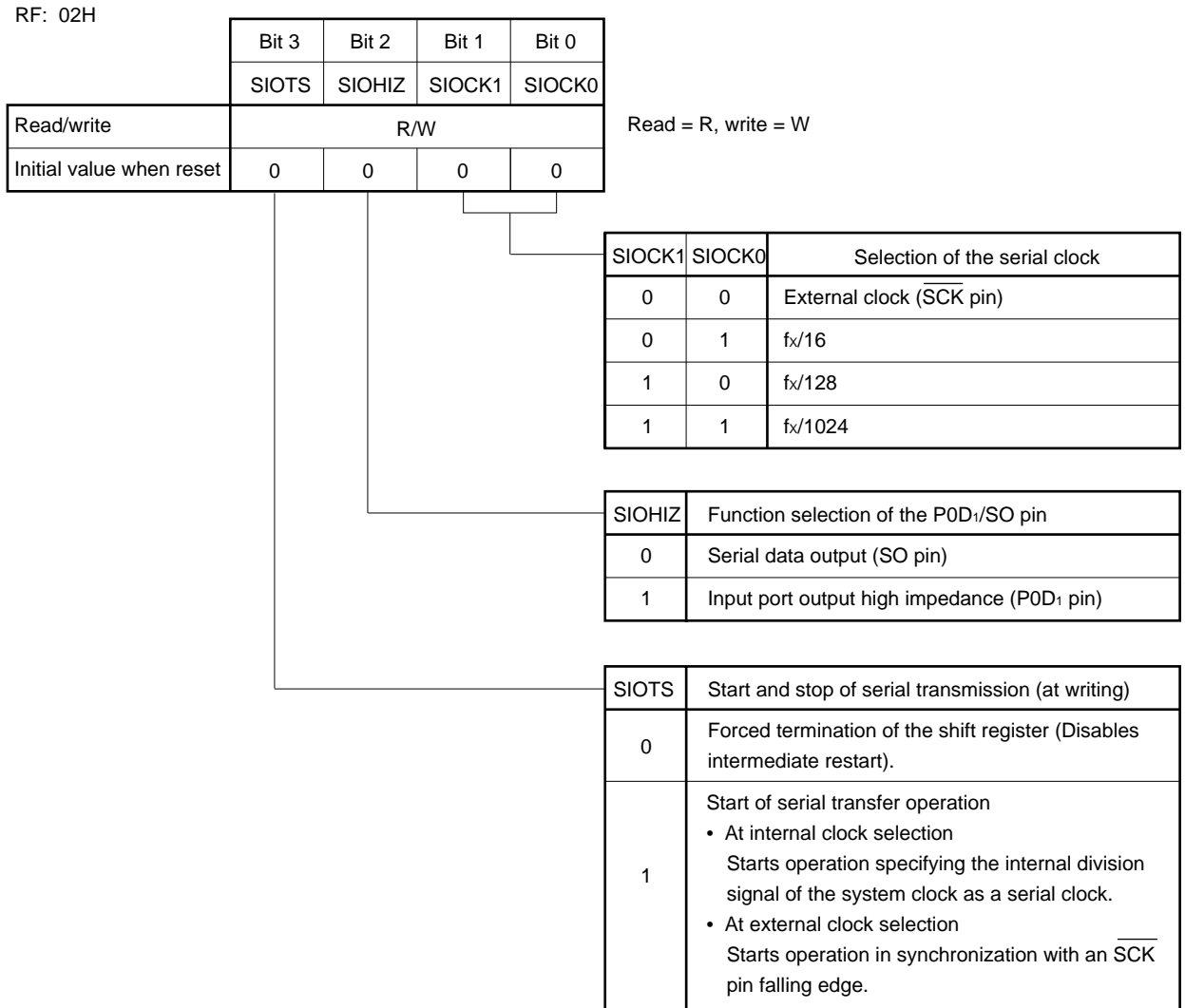
Remark DI: Serial data input

(3) Operation stop mode

If the value in SIOTS (RF: address 02H, bit 3) is 0, the serial interface enters operation stop mode. In this mode, no serial transfer occurs.

In this mode, the shift register does not perform shifting and can be used as an ordinary 8-bit register.

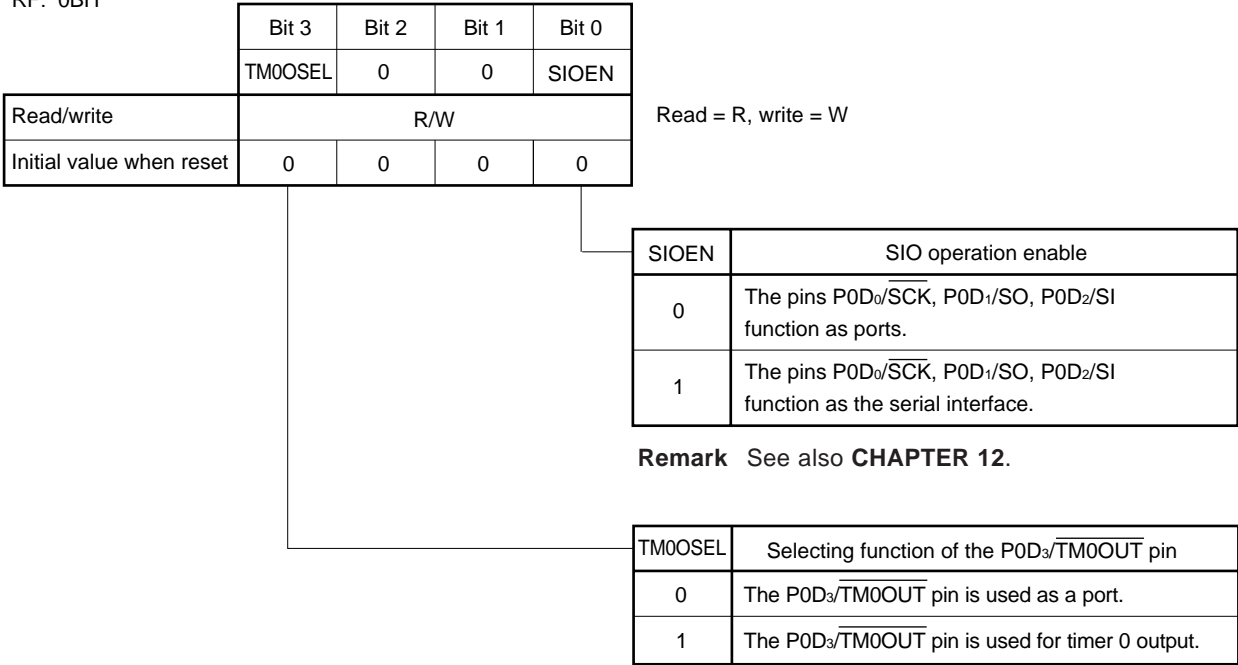
Figure 13-25. Serial Interface Control Register (1/2)



Remark SLOTS is automatically cleared to 0 when serial transmission is completed.

Figure 13-25. Serial Interface Control Register (2/2)

RF: 0BH



Caution This is not related to the serial interface directly.

13.4.3 Setting Values in the Shift Register

Values are set in the shift register via the data buffer (DBF) using the PUT instruction.

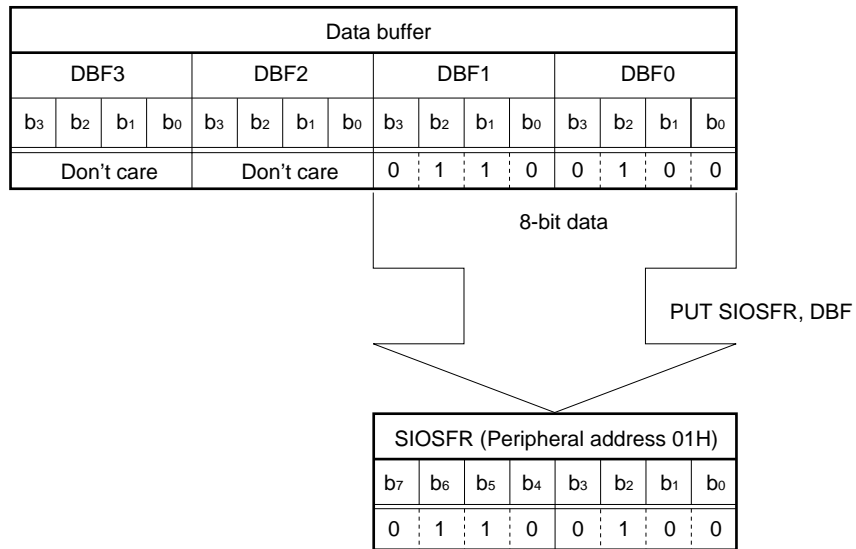
The peripheral address of the shift register is 01H. When sending a value to the shift register using the PUT instruction, only the low-order 8 bits (DBF1, DBF0) of DBF are valid. The DBF3 and DBF2 values do not affect the shift register.

Figure 13-26. Setting a Value in the Shift Register

Example of setting value 64H in the shift register

```

SIODATL DAT 4H          ; SIODATL is assigned to 4H using symbol definition.
SIODATH DAT 6H          ; SIODATH is assigned to 6H using symbol definition.
MOV DBF0, #SIODATL     ;
MOV DBF1, #SIODATH     ;
PUT SIOSFR, DBF        ; Value is transmitted using reserved word SIOSFR.
    
```

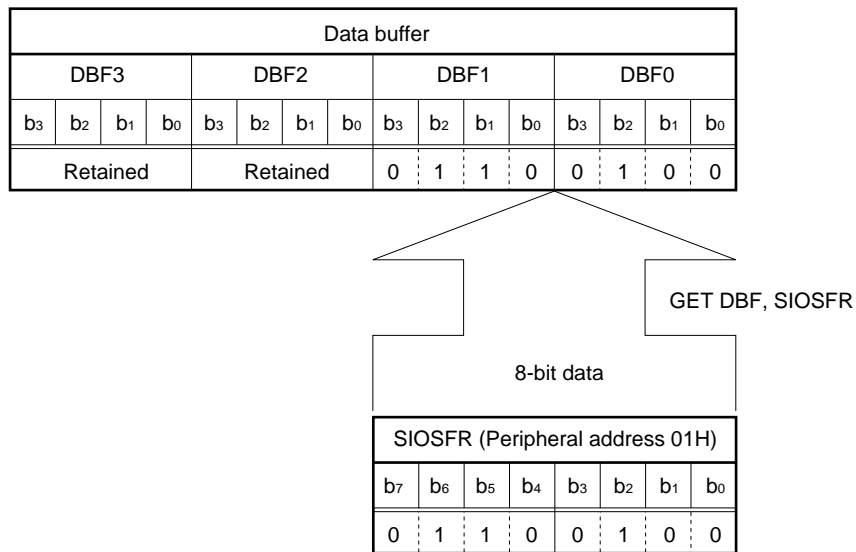


13.4.4 Reading Values from the Shift Register

A value is read from the shift register via the data buffer (DBF) using the GET instruction. The shift register has peripheral address 01H and only the low-order 8 bits (DBF1, DBF0) are valid. Executing the GET instruction does not affect the high-order 8 bits of DBF.

Figure 13-27. Reading a Value from the Shift Register

GET DBF, SIOSFR; Example of using reserved words DBF and SIOSFR



CHAPTER 14 INTERRUPT FUNCTIONS

The μ PD17134A subseries has four internal interrupt functions and one external interrupt function. It can be used in various applications.

The interrupt control circuit of the μ PD17134A subseries has the features listed below. This circuit enables very high-speed interrupt processing.

- (a) Used to determine whether an interrupt can be accepted with the interrupt mask enable flag (INTE) and interrupt enable flag (IP $\times\times\times$).
- (b) The interrupt request flag (IRQ $\times\times\times$) can be tested or cleared. (Interrupt generation can be checked by software.)
- (c) Multiple interrupts are possible (up to three levels).
- (d) Standby mode (STOP, HALT) can be released by an interrupt request. (Release source can be selected by the interrupt enable flag.)

Caution In interrupt processing, the bank register and the BCD, CMP, CY, Z, and IXE flags are saved in the stack automatically by the hardware for up to three levels of multiple interrupts. The DBF and WR are not saved by the hardware when peripheral hardware such as the timers or A/D converter is accessed in interrupt processing. It is recommended that the DBF and WR be saved in RAM by the software at the beginning of interrupt processing. Saved data can be loaded back into the DBF and WR immediately before the end of interrupt processing.

14.1 INTERRUPT SOURCE TYPES AND VECTOR ADDRESSES

For every interrupt in the μ PD17134A subseries, when the interrupt is accepted, a branch occurs to the vector address associated with the interrupt source. This method is called the vectored interrupt method. Table 14-1 lists the interrupt source types and vector addresses.

If two or more interrupts occur simultaneously, or if two or more pending interrupts are enabled at the same time, processing is performed according to the priorities shown in Table 14-1.

Table 14-1. Interrupt Source Types

Interrupt source	Priority	Vector address	IRQ flag	IP flag	IEG flag	Internal/external	Remarks
INT pin (RF: 0FH, bit 0)	1	0005H	IRQ RF: 3FH, bit 0	IP RF: 2FH, bit 0	IEGMD0,1 RF: 1FH	External	Rising edge or falling edge can be selected.
Timer 0	2	0004H	IRQTM0 RF: 3EH, bit 0	IPTM0 RF: 2FH, bit 1	–	Internal	
Timer 1	3	0003H	IRQTM1 RF: 3DH, bit 0	IPTM1 RF: 2FH, bit 2	–	Internal	
Basic interval timer	4	0002H	IRQBTM RF: 3CH, bit 0	IPBTM RF: 2FH, bit 3	–	Internal	
Serial interface	5	0001H	IRQSIO RF: 3BH, bit 0	IPSIO RF: 2EH, bit 0	–	Internal	

14.2 HARDWARE COMPONENTS OF THE INTERRUPT CONTROL CIRCUIT

The flags of the interrupt control circuit are explained below.

(1) Interrupt Request Flag and the Interrupt Enable Flag

The interrupt request flag (IRQ_{xxx}) is set to 1 when an interrupt request occurs. When interrupt processing is executed, the flag is automatically cleared to 0.

An interrupt enable flag (IP_{xxx}) is provided for each interrupt request flag. If the flag is 1, an interrupt is enabled. If it is 0, the interrupt is disabled.

(2) EI/DI instruction

The EI/DI instruction is used to determine whether an accepted interrupt is to be executed.

If the EI instruction is executed, the interrupt enable flag (INTE) for enabling interrupt reception is set. If the interrupt is accepted, INTE is cleared to 0. Since the INTE flag is not registered in the register file, flag status cannot be checked by instructions.

The DI instruction clears the INTE flag to 0 and disables all interrupts.

At reset the INTE flag is cleared to 0 and all interrupts are disabled.

Table 14-2. Interrupt Request Flag and Interrupt Enable Flag

Interrupt request flag	Signal for setting the interrupt request flag	Interrupt enable flag
IRQ	Set by edge detection of an INT pin input signal. A detection edge is selected by IEGMD0 or IEGMD1.	IP
IRQTM0	Set by a match signal from timer 0.	IPTM0
IRQTM1	Set by a match signal from timer 1.	IPTM1
IRQBTM	Set by an overflow (reference time interval signal) from the basic interval timer.	IPBTM
IRQSIO	Set by a serial data transmission end signal from the serial interface.	IPSIO

Figure 14-1. Interrupt Control Register (1/6)

RF: 0FH

	Bit 3	Bit 2	Bit 1	Bit 0
	0	0	0	INT
Read/write	R			
Initial value when reset	0	0	0	Note

Read = R, write = W

INT	Status of the INT pin
0	Sets logical status to 0 during PEEK instruction execution.
1	Sets logical status to 1 during PEEK instruction execution.

Note Values are not latched and so change momentarily according to pin logic. Once the IRQ flag is set, however, it remains set until an interrupt is accepted. The POKE instruction to address 0FH is invalid.

RF: 1FH

	Bit 3	Bit 2	Bit 1	Bit 0
	0	0	IEGMD1	IEGMD0
Read/write	R/W			
Initial value when reset	0	0	0	0

Read = R, write = W

IEGMD1	IEGMD0	Selection of the interrupt detection edge of the INT pin
0	0	Interrupt at the rising edge
0	1	Interrupt at the falling edge
1	0	Interrupt at both edges
1	1	

Figure 14-1. Interrupt Control Register (2/6)

RF: 3FH

	Bit 3	Bit 2	Bit 1	Bit 0
	0	0	0	IRQ
Read/write	R/W			
Initial value when reset	0	0	0	0

Read = R, write = W

When read

IRQ	INT pin interrupt request
0	No interrupt request has been issued from the INT pin or an INT pin interrupt is being processed.
1	An interrupt request from the INT pin occurs or an INT pin interrupt is being held.

When write

IRQ	INT pin interrupt request
0	An interrupt request from the INT pin is forcibly released.
1	An interrupt request from the INT pin is forced to occur.

RF: 3EH

	Bit 3	Bit 2	Bit 1	Bit 0
	0	0	0	IRQTM0
Read/write	R/W			
Initial value when reset	0	0	0	0

Read = R, write = W

When read

IRQTM0	TM0 interrupt request
0	No interrupt request has been issued from timer 0 or a timer 0 interrupt is being processed.
1	The contents of the timer 0 count register matches that of the timer 0 modulo register and an interrupt request occurs. Or a timer 0 interrupt request is being held.

When write

IRQTM0	TM0 interrupt request
0	An interrupt request from timer 0 is forcibly released.
1	An interrupt request from timer 0 is forced to occur.

Remark If TM0RES is set to 1, IRQTM0 is cleared to 0.

Figure 14-1. Interrupt Control Register (3/6)

RF: 3DH

	Bit 3	Bit 2	Bit 1	Bit 0
	0	0	0	IRQTM1
Read/write	R/W			
Initial value when reset	0	0	0	1

Read = R, write = W

When read

IRQTM1	TM1 interrupt request
0	No interrupt request has been issued from timer 1 or a timer 1 interrupt is being processed.
1	The contents of the timer 1 count register matches that of the timer 1 modulo register and an interrupt request occurs. Or a timer 1 interrupt request is being held.

When write

IRQTM1	TM1 interrupt request
0	An interrupt request from timer 1 is forcibly released.
1	An interrupt request from timer 1 is forced to occur.

Remark If TM1RES is set to 1, IRQTM1 is cleared to 0. IRQTM1 is cleared to 0 also immediately after the execution of the STOP instruction.

RF: 3CH

	Bit 3	Bit 2	Bit 1	Bit 0
	0	0	0	IRQBTM
Read/write	R/W			
Initial value when reset	0	0	0	0

Read = R, write = W

When read

IRQBTM	BTM interrupt request
0	No interrupt request has been issued from the basic interval timer or a basic interval timer interrupt is being processed.
1	The basic interval timer overflows and an interrupt request occurs. Or a basic interval timer interrupt request is being held.

When write

IRQBTM	BTM interrupt request
0	An interrupt request from the basic interval timer is forcibly released.
1	An interrupt request from the basic interval timer is forced to occur.

Remark If BTMRES is set to 1, IRQBTM is cleared to 0.

Figure 14-1. Interrupt Control Register (4/6)

RF: 3BH

	Bit 3	Bit 2	Bit 1	Bit 0
	0	0	0	IRQSIO
Read/write	R/W			
Initial value when reset	0	0	0	0

Read = R, write = W

When read

IRQSIO	SIO interrupt request
0	No interrupt request has been issued from the serial interface or a serial interface interrupt is being processed.
1	Serial interface transmission is completed and an interrupt request occurs. Or, a serial interface

When write

IRQSIO	SIO interrupt request
0	An interrupt request from the serial interface is forcibly released.
1	An interrupt request from the serial interface is forced to occur.

Figure 14-1. Interrupt Control Register (5/6)

RF: 2FH

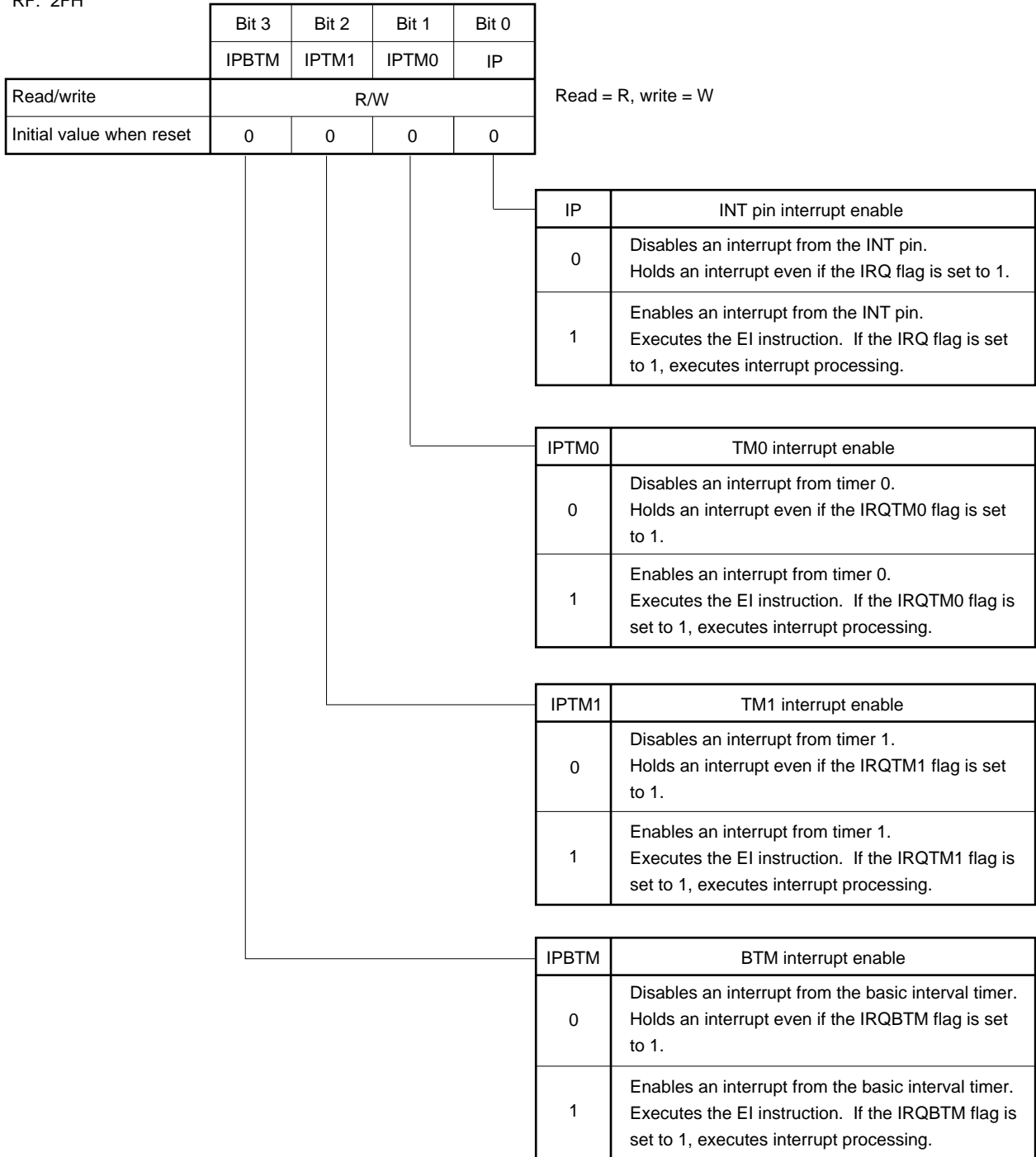


Figure 14-1. Interrupt Control Register (6/6)

RF: 2EH

	Bit 3	Bit 2	Bit 1	Bit 0
	0	0	0	IPSIO
Read/write	R/W			
Initial value when reset	0	0	0	0

Read = R, write = W

IPSIO	SIO interrupt enable
0	Disables an interrupt from the serial interface. Holds an interrupt even if the IRQSIO flag is set to 1.
1	Enables an interrupt from the serial interface. Executes the EI instruction. If the IRQSIO flag is set to 1, executes interrupt processing.

14.3 INTERRUPT SEQUENCE

14.3.1 Receiving an Interrupt

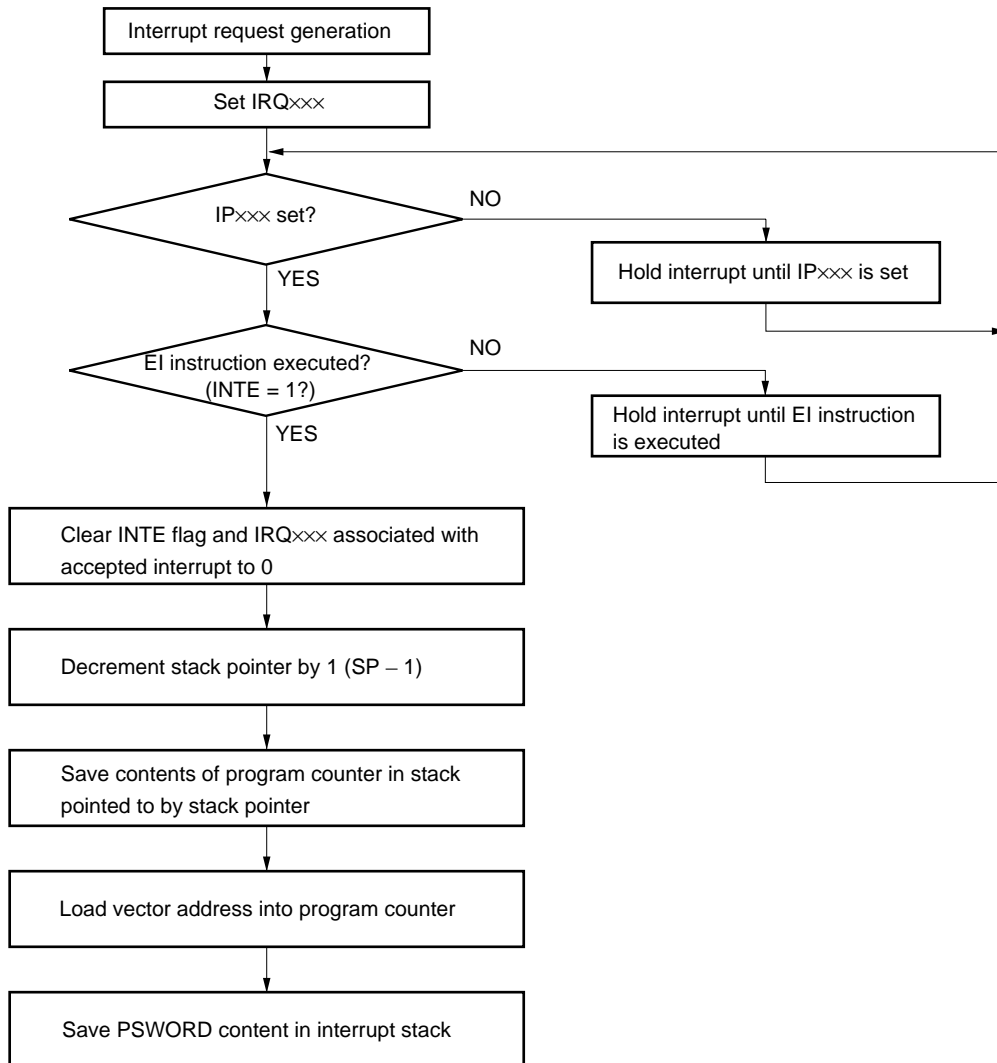
When an interrupt is accepted, interrupt processing starts after the instruction cycle of the instruction being executed is completed. The program flow is transferred to a vector address. However, if an interrupt occurs during MOVT or EI instruction, or if an instruction that satisfies the skip condition is executed, the interrupt processing is started two instruction cycles later.

When interrupt processing starts, one level of the address stack register is consumed to store the program return address, and one level of the interrupt stack register is consumed to save BANK and PSWORD in the system register.

If two or more interrupts occur or are enabled, interrupt processing is executed in descending order of priority. A lower-priority interrupt is held until a higher-priority interrupt is processed.

See priorities shown in Table 14-1.

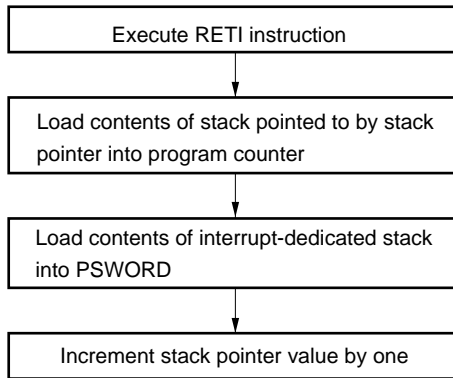
Figure 14-2. Interrupt Processing Procedure



14.3.2 Return from the Interrupt Routine

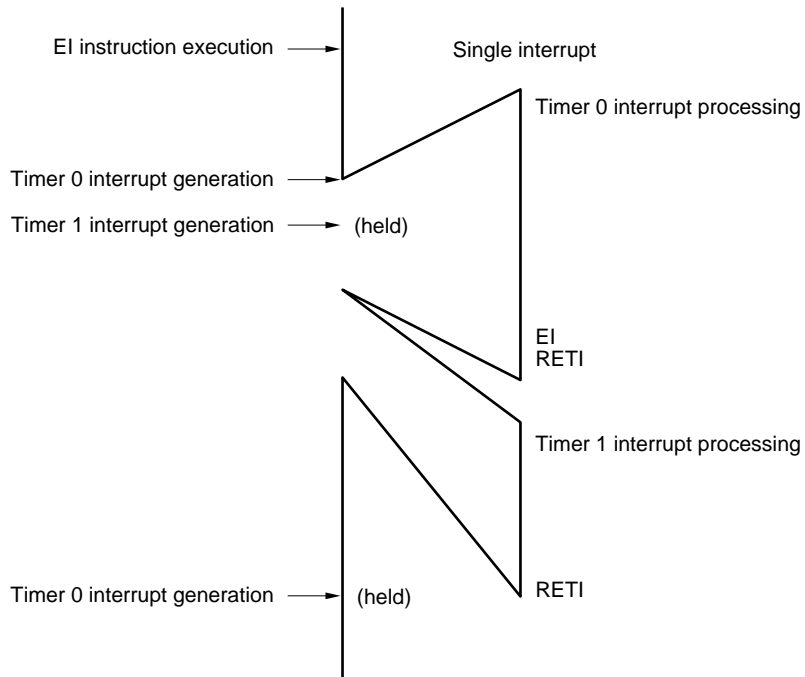
Execute the RETI instruction to return from the interrupt processing routine. During the RETI instruction cycle, processing in the figure below occurs.

Figure 14-3. Return from Interrupt Processing



Caution The INTE flag is not set for the RETI instruction. Interrupt processing is completed. To handle a pending interrupt successively, execute the EI instruction immediately before the RETI instruction and set the INTE flag to 1. To execute the RETI instruction following the EI instruction, no interrupt is accepted between EI instruction execution and RETI instruction execution. This is because the EI instruction sets the INTE flag to 1 after the execution of the subsequent instruction is completed.

Example



14.3.3 Interrupt Accepting Timing

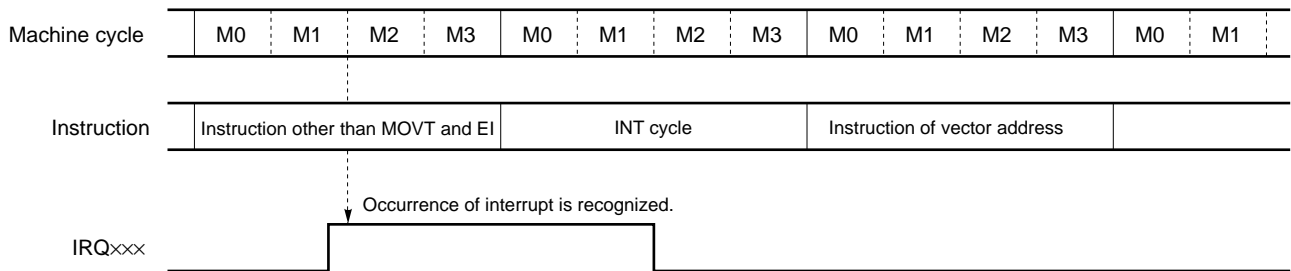
Figure 14-4 shows a timing chart that illustrates how interrupts are accepted.

The μ PD17134A subseries executes one instruction in 16 clocks or in 1 instruction cycle. One instruction cycle consists of four states, M0 to M3, with each state made up of 4 clocks.

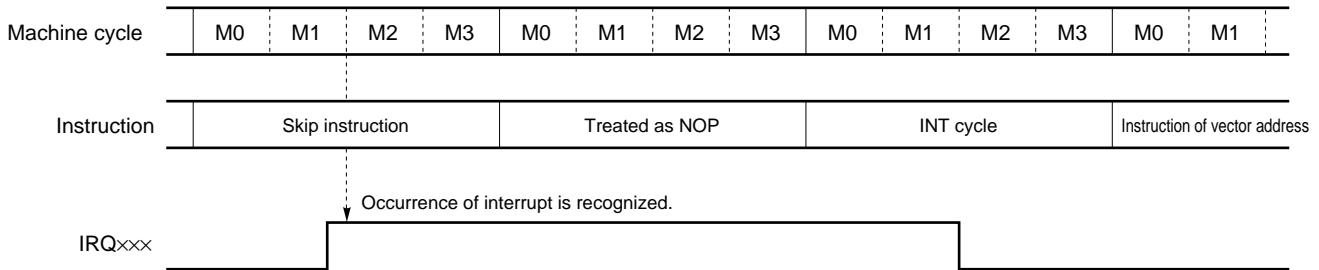
An interrupt occurs asynchronously in respect to the program operation. The program recognizes the occurrence of the interrupt at the leading edge of state M2.

Figure 14-4. Interrupt Accepting Timing (When INTE = 1, IP_{xxx} = 1) (1/3)

(1) If interrupt occurs before M2 of instruction other than MOVT and EI



(2) If skip condition of skip instruction is satisfied in (1)



(3) If interrupt occurs after M2 of instruction other than MOVT and EI

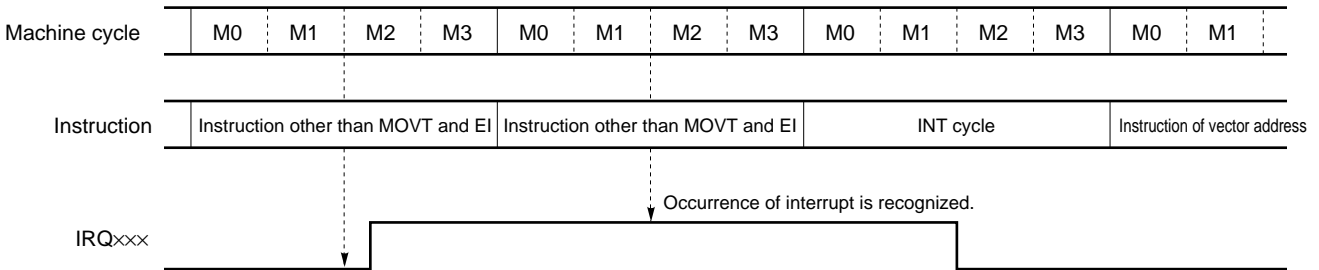
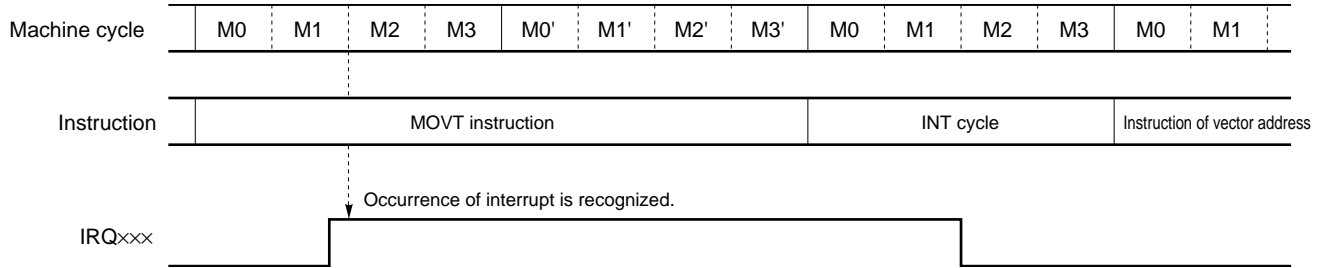
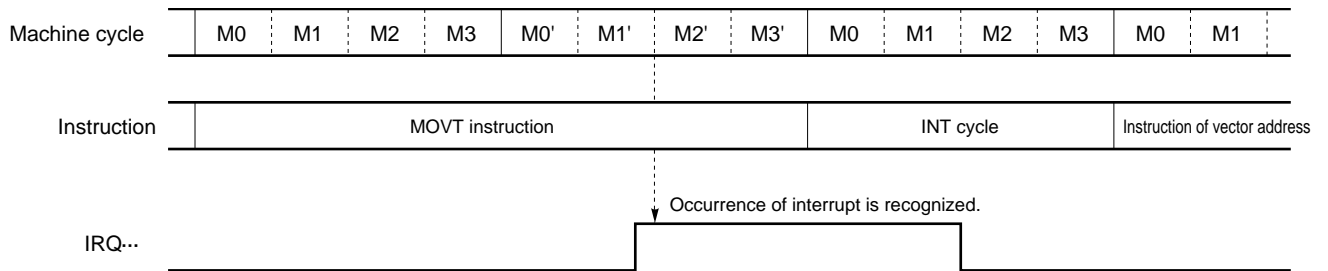


Figure 14-4. Interrupt Accepting Timing (When INTE = 1, IP_{xxx} = 1) (2/3)

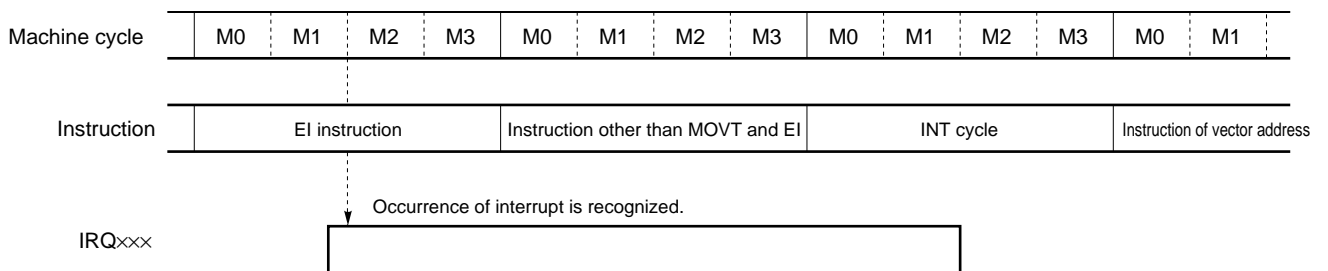
(4) If interrupt occurs before M2 of MOV_T instruction



(5) If interrupt occurs before M2' of MOV_T instruction



(6) If interrupt occurs before M2 of EI instruction



(7) If interrupt occurs after M2 of EI instruction

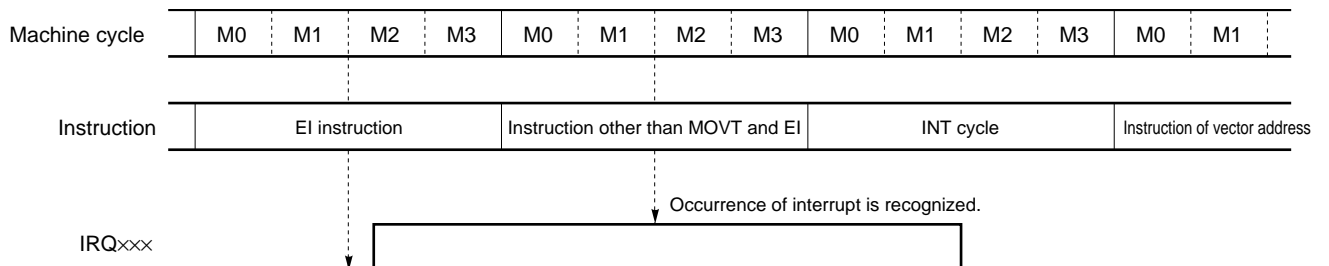
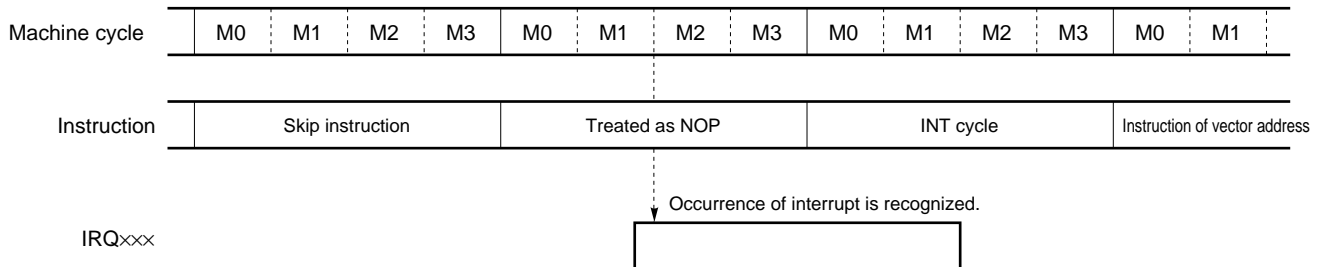


Figure 14-4. Interrupt Accepting Timing (When INTE = 1, IP_{xxx} = 1) (3/3)

(8) If interrupt occurs during skip of skip instruction (treated as NOP)



- Remarks**
1. The INT cycle is for preparation of an interrupt. In this cycle, the contents of PC and PSWORD are saved, and IRQ_{xxx} is cleared.
 2. The MOV_T instruction exceptionally requires 2 instruction cycles.
 3. The EI instruction is designed so that multiplexed interrupt does not occur when program execution returns from interrupt processing.

14.4 MULTI-INTERRUPT

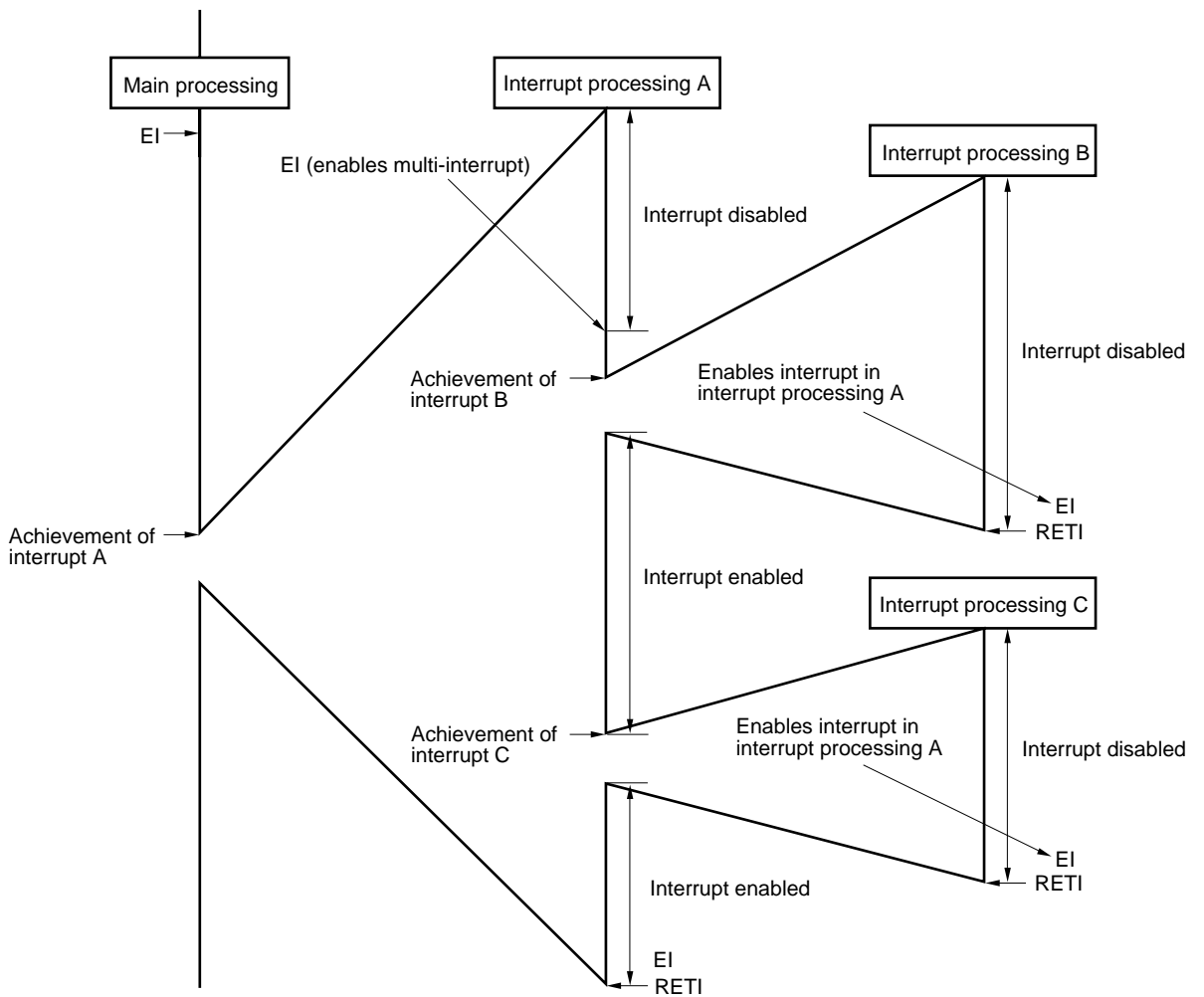
Multi-interrupt is a method that executes interrupt processing of other interrupt source B and C during the interrupt processing for an interrupt source A as shown in Figure 14-5.

Nesting level at this time is also called interrupt level.

Pay attention to the following points when using multi-interrupt.

- (1) Priority of interrupt source
- (2) Limit of interrupt levels by interrupt stack (maximum 3 levels for the μ PD17134A subseries)

Figure 14-5. Example of Multi-interrupt



As shown in Figure 14-5, INTE flag is cleared automatically and becomes interrupt disable state when interrupt has been achieved. Therefore, when executing multi-interrupt processing, execute EI instruction during interrupt processing.

Caution Maximum number of interrupt levels is 3. When achieving interrupt, interrupt stack register and address stack register are consumed by one level. Address stack register is consumed by MOVT instruction and PUSH instruction other than CALL instruction. Pay attention to the nesting level of address stack.

14.5 PROGRAM EXAMPLE OF INTERRUPT

- **Program example of countermeasure for noise reduction of external interrupt (INT pin)**

This example assumes the case of assigning INT pin for key input, etc.

When taking into the microcomputer data in kind of switch such as key input processing, it takes some time for the level of input voltage to be stabilized after pushing the key or switch. Accordingly, the countermeasures for removing the noise generated by key, etc. should be executed by software.

In the following program, after generating external interrupt, the signal from INT pin becomes effective after confirming that there is no change in the level of INT pin two times in every 100 μ s.

Example

```

WAITCNT  MEM    0.00H      ; Counter of wait processing
CHKRAM   MEM    0.01H
KEYON    FLG    0.01H.3    ; If key turns ON (even just once), KEYON = 1
CHK100U  FLG    0.01H.0    ; CHK100U = 1 only when passing 100  $\mu$ s during WAIT loop
        ORG    0H
        BR    JOB_INIT
        ORG    5H
        BR    INT_JOB
        :
        :
        :
JOB_INIT:
        MOV    WAITCNT, #0    ; Clears RAM and the flag on RAM
        MOV    CHKRAM, #0    ;
        INITFLG  NOT IEGMD1, IEGMD0
                                ; Rising edge is effective for the interrupt from INT pin
        CLR1   IRQ
        SET1   IP
        EI
        :
        :
MAIN:
        CALL   55JOB
        CALL   55JOB
        :
        :
        BR    MAIN
    
```

```

INT_JOB:
    NOP                ; Loop which executes waiting for 100 μs at 8 MHz
    NOP                ; 2 μs (1 instruction) × 5 instructions × 10 times
                        ; (count value at WAIT)
    ADD    WAITCNT, #01 ;
    SKE    WAITCNT, #0A ;
    BR     INT_JOB      ;
    SKF1   INT          ; Check the level of INT pin
    BR     KEY_NO       ; If INT pin is high level, interrupt is invalid, and returns
                        ; to main processing
    SKF1   CHK100U      ; First wait? (CHK100U = 0?)
    BR     WAIT_END     ; If it is the first time, wait again after setting CHK100U.
                        ; In the case of the second time, finish wait processing
    SET1   CHK100U      ;
    BR     INT_JOB
WAIT_END:
    SET1   KEY_ON       ; Judges that there is key input
KEY_NO:
    CLR1   CHK100U      ; CHK100U ← 0
    EI
    RETI

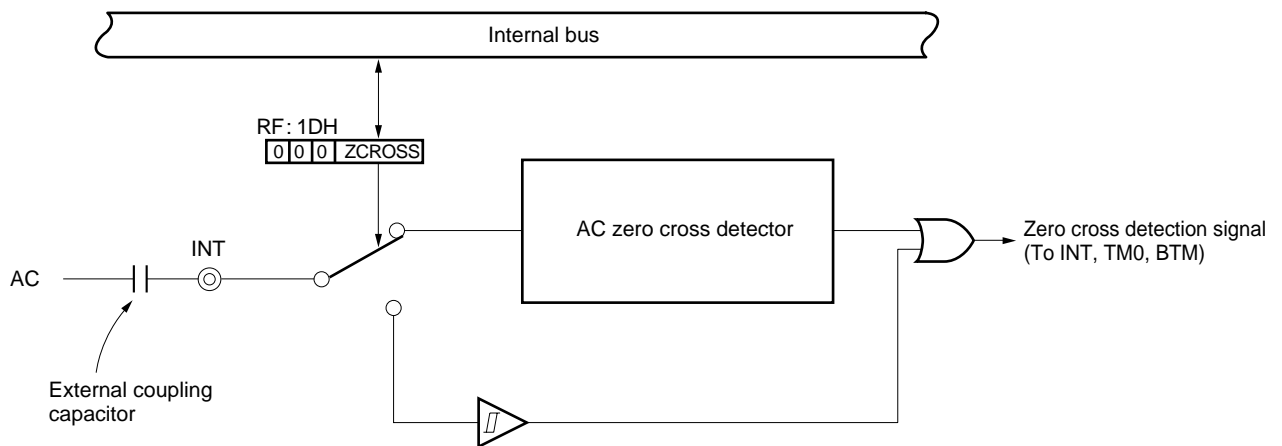
```


[MEMO]

CHAPTER 15 AC ZERO CROSS DETECTION

The INT pin is the interrupt signal input pin and timer count clock input pin. It also used as an AC zero cross detector input pin. This pin can be selected by writing 1 in ZCROSS (RF: 1DH bit 0).

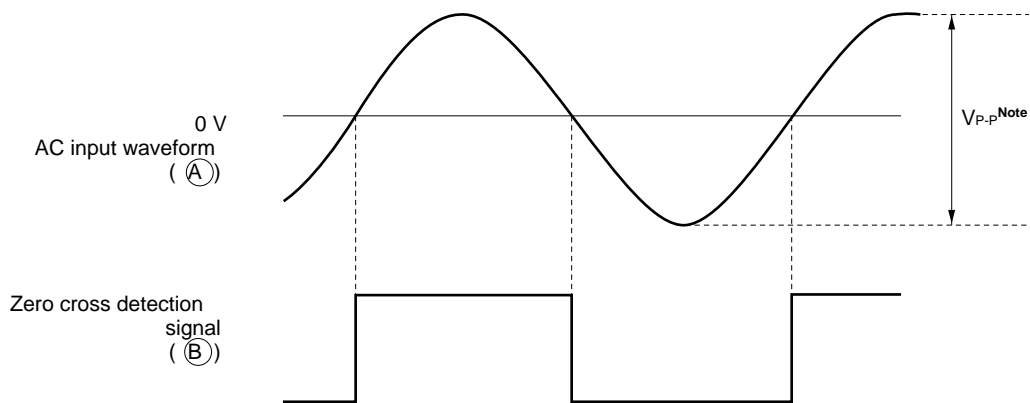
Figure 15-1. Block Diagram for the AC Zero Cross Detector



Caution When the AC zero cross detection circuit is used, the current consumption slightly increases (to $15\ \mu\text{A}$ TYP.) even in the standby mode. To prevent an increase in the current consumption, clear ZCROSS to 0, and fix the input voltage of the INT pin to the high or low level.

The zero cross detector consists of a high gain amplifier which uses the self-bias method. It biases the input to the switching point and causes digital displacement in response to slight displacement of INT pin input. It detects changes of an AC signal from minus to plus and vice versa. This signal is input through the external coupling capacitor. The signal changes 0 to 1 and vice versa at each displacement point.

Figure 15-2. Zero Cross Detection Signal



Note The range of the input voltage when the INT pin is used as the input pin of the AC zero cross circuit is $1.0 V_{P-P}$ to $3.0 V_{P-P}$.

Because the AC zero cross circuit does not have a function to reject noise, input a signal from which noise has been eliminated in advance to this circuit.

A pulse generated in the zero cross detector can be used as a timer 0 count clock and basic interval timer count clock in the same way as when the pulse does not go through the zero cross detector. The pulse is sent to the interrupt control circuit. Interrupt processing starts if an INT pin interrupt is enabled. To accept an interrupt, set IEGMD0 (RF: 1FH bit 0) and IEGMD1 (RF: 1FH bit 1) to select a signal rising edge, falling edge, or both rising and falling edges.

CHAPTER 16 STANDBY FUNCTION

16.1 OVERVIEW OF THE STANDBY FUNCTION

The μ PD17134A subseries has a standby function to reduce the current consumption. The standby function can be used in two modes which can be selected as the application requires: STOP and HALT modes.

In the STOP mode, the system clock is stopped. Therefore, the current consumption of the CPU in this mode is only the leakage current. This mode is effective for holding the contents of the data memory without the CPU operating.

In the HALT mode, oscillation of the system clock continues, but the CPU is stopped because supply of the clock to the CPU is stopped. The current consumption in this mode is greater than in the STOP mode. However, operation can be resumed immediately after the HALT mode has been released because the system clock is oscillating. In both the STOP and HALT Modes, the contents of the data memory and registers, and the status of the output latch of the output port immediately before the standby mode is set are retained (except STOP 0000B). Therefore, set the port status to reduce the overall current consumption of the system before setting a standby mode.

Table 16-1. Status in Standby Mode

		STOP mode	HALT mode
Setting instruction		STOP instruction	HALT instruction
System clock oscillation circuit		Oscillation stops	Oscillation continues
Operating status	CPU	• Operation stops	
	RAM	• Retains previous status	
	Port	• Retains previous status ^{Note}	
	TM0	• Can operate only when INT input is selected as count pulse • Stops if system clock is selected (count value is retained)	• Can operate
	TM1	• Operation stops (count value is reset to "0") (count up is also disabled)	• Can operate
	BTM	• Operation stops (count value is retained)	• Can operate
	SIO	• Can operate only when external clock is selected as serial clock ^{Note}	• Can operate
	A/D	• Operation stops ^{Note} (ADCR ← 00H)	• Can operate
	INT	• Can operate	• Can operate

Note When STOP 0000B is executed, these pins are set in the input port mode including when the multiplexed function of the pin is used.

- Cautions**
1. Be sure to place a NOP instruction immediately before the STOP or HALT instruction.
 2. The standby mode is not set if both the interrupt request flag and interrupt enable flag are set and the interrupt is specified as the condition to release the standby mode.

16.2 HALT MODE

16.2.1 Setting HALT Mode

The HALT mode is set when the HALT instruction is executed.

Operand b3b2b1b0 of the HALT instruction specifies the condition under which the HALT mode is released.

Table 16-2. HALT Mode Release Condition

Format: HALT b3b2b1b0

Bit	HALT mode release condition ^{Note 1}
b3	Enables release by IRQ _{xxx} when 1 ^{Notes 2, 4}
b2	Fixed to "0"
b1	Enables forced release by IRQTM1 when 1 ^{Notes 3, 4}
b0	Fixed to "0"

- Notes**
1. HALT 0000B enables only reset ($\overline{\text{RESET}}$ input, power-ON/power-down reset).
 2. IP_{xxx} must be 1.
 3. The HALT mode is released regardless of the status of IPTM1.
 4. Even if the HALT instruction is executed while IRQ_{xxx} = 1, the HALT instruction is ignored (treated as a NOP instruction), and the HALT mode is not set.

16.2.2 Start Address after HALT Mode Is Released

The address from which program execution is started after the HALT mode has been released differs depending on the release condition and interrupt enable condition.

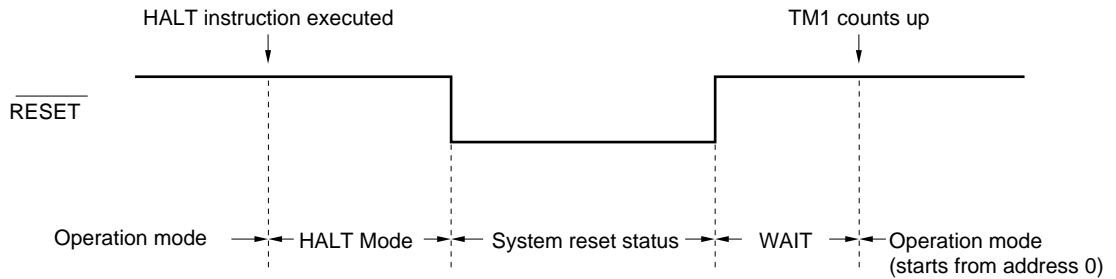
Table 16-3. Start Address after HALT Mode Is Released

Release condition	Start address after HALT mode is released
Reset ^{Note 1}	Address 0
IRQ _{xxx} ^{Note 2}	Address next to HALT instruction in DI status Interrupt vector in EI status (if two or more IRQ _{xxx} are set, interrupt vector with highest priority)

- Notes**
1. $\overline{\text{RESET}}$ input and power-ON/power-down reset are valid.
 2. IP_{xxx} must be 1 except when the HALT mode is forcibly released by IRQTM1.

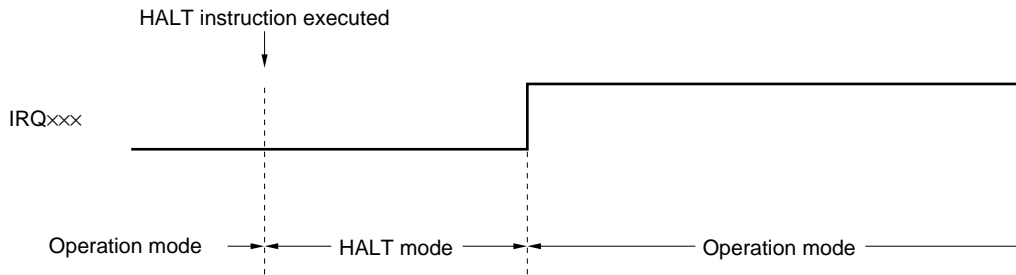
Figure 16-1. Releasing HALT Mode

(a) By $\overline{\text{RESET}}$ input

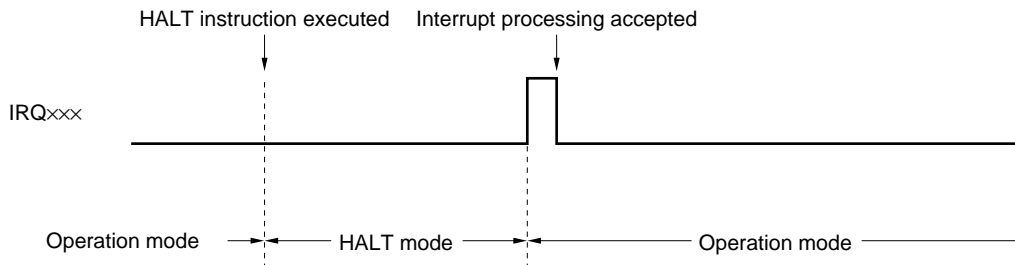


WAIT: Wait time until TM1 counts 256 clocks divided by 512
 $256 \times 512 / f_{\text{CC}} + \alpha$ (approx. 65 ms + α , $f_{\text{CC}} = 2$ MHz)
 α : Oscillation growth time (differs depending on resonator)

(b) By IRQ_{xxx} (in DI status)



(c) By IRQ_{xxx} (in EI status)



16.2.3 HALT Mode Setting Conditions

(1) Forced releasing by IRQTM1

	Setting conditions
Release by external clock	<ul style="list-style-type: none"> ● Timer 0 and timer 1 are used as 16-bit timer (TM0CK1 = 1, TM0CK0 = 1, TM1CK1 = 1, TM1CK0 = 1) ● Timer 0 and timer 1 are enabled to operate (TM0EN = 1, TM1EN = 1) ● Interrupt flag of timer 1 is cleared (IRQTM1 = 0)
Release by internal clock	<ul style="list-style-type: none"> ● Timer 1 is enabled to operate ● Interrupt request flag of timer 1 is cleared (IRQTM1 = 0)

(2) Release by interrupt request flag (IRQ_{xxx})

- Peripheral hardware used to release HALT mode is enabled to operate in advance.

Timer 0	Operation enabled (TM0EN = 1)
Timer 1	Operation enabled (TM1EN = 1)
Timer 0 + timer 1	Timer 1 selects count up signal from timer 0 as count pulse (TM1CK1 = 1, TM1CK0 = 1). Timer 0 and timer 1 are enabled to operate (TM0EN = 1, TM1EN = 1)
Basic interval timer	Always enabled to operate
Serial interface	Serial interface circuit is enabled to operate (SIOTS = 1, SIOEN = 1)
INT pin	Edge selected

- Clear the interrupt request flag (IRQ_{xxx}) of the peripheral hardware used to release the HALT mode to 0.
- Set the interrupt enable flag (IP_{xxx}) of the peripheral hardware used to release the HALT mode to 1.

Caution Be sure to include a NOP instruction immediately before the HALT instruction.

By doing so, a time of one instruction is created between the IRQ_{xxx} manipulation instruction and HALT instruction. Consequently, clearing IRQ_{xxx} is correctly reflected on the HALT instruction in the case, for example, of the CLR1 IRQ_{xxx} instruction (refer to Example 1 below). Unless a NOP instruction is described immediately before the HALT instruction, the CLR1 IRQ_{xxx} instruction is not correctly reflected on the HALT instruction, and the HALT mode is not set (Example 2).

Example 1. Correct program

```

      ⋮
(Setting of IRQxxx)
      ⋮

CLR1   IRQxxx
NOP           ; Describe NOP instruction immediately before HALT instruction.
              ; (Clearing of IRQxxx is correctly reflected on HALT instruction.)
HALT   1000B ; Correctly execute HALT instruction (HALT mode is set).
      ⋮
    
```

2. Incorrect program

```

      ⋮
(Setting of IRQxxx)
      ⋮

CLR1   IRQxxx ; Clearing of IRQxxx is not reflected on HALT instruction.
              ; (It is reflected on instruction next to HALT instruction.)
HALT   1000B ; HALT instruction is ignored (HALT mode is not set).
      ⋮
    
```


16.3 STOP MODE

16.3.1 Setting of STOP Mode

The STOP mode is set by executing the STOP instruction.

The operand $b_3b_2b_1b_0$ of the STOP instruction specifies the condition under which the STOP mode is to be released.

Table 16-4. STOP Mode Release Condition

Format: STOP $b_3b_2b_1b_0$

Bit	STOP mode release condition ^{Note 1}
b ₃	Enables release of STOP mode by IRQ _{xxx} when 1 ^{Note 2}
b ₂	Fixed to "0"
b ₁	Fixed to "0"
b ₀	Fixed to "0"

- Notes**
1. STOP 0000B enables only reset ($\overline{\text{RESET}}$ input or power-ON/power-down reset). The internal circuitry of the microcontroller is initialized to the status immediately after reset when STOP 0000B is executed.
 2. IP_{xxx} must be 1. The STOP mode cannot be released by IRQ_{TM1}. Even if the STOP instruction is executed when IRQ_{xxx} = 1, the STOP instruction is ignored (treated as NOP), and the STOP mode is not set.

16.3.2 Start Address After STOP Mode Is Released

The address from which program execution is started after the STOP mode has been released differs depending on the release condition and interrupt enable condition.

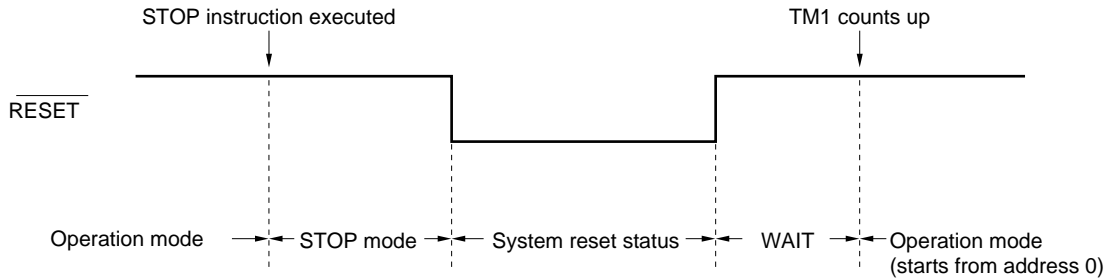
Table 16-5. Start Address after STOP Mode Is Released

Release condition	Start address after STOP mode is released
Reset ^{Note 1}	Address 0
IRQ _{xxx} ^{Note 2}	Address next to that of STOP instruction in DI status Interrupt vector in EI status (If two or more IRQ _{xxx} are set, interrupt vector with highest priority)

- Notes**
1. Only $\overline{\text{RESET}}$ input and power-ON/power-down reset are valid.
 2. IP_{xxx} must be 1. The STOP mode cannot be released by IRQ_{TM1}.

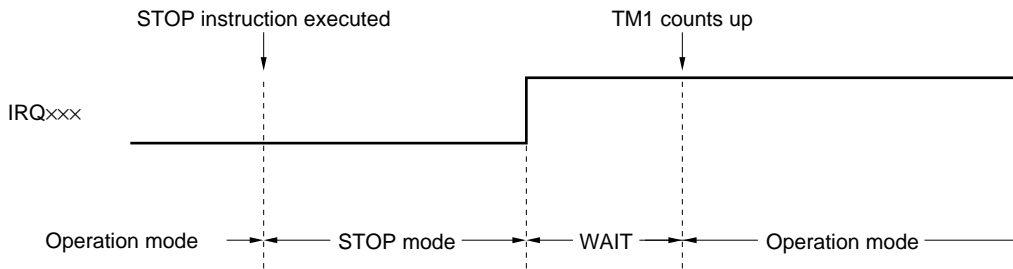
Figure 16-2. Releasing STOP Mode

(a) Releasing STOP mode by $\overline{\text{RESET}}$ input



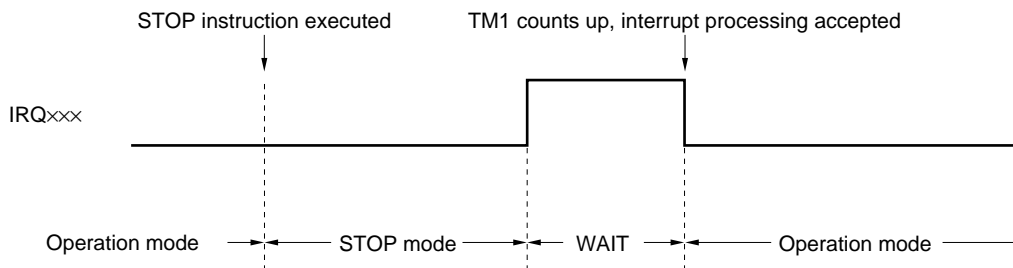
WAIT: Wait time until TM1 counts 256 clocks divided by 512
 $256 \times 512/f_{cc} + \alpha$ (approx. 65 ms + α , $f_{cc} = 2$ MHz)
 α : Oscillation growth time (differs depending on resonator)

(b) Releasing STOP mode by IRQ_{xxx} (in DI status)



WAIT: Wait time until TM1 counts $(n + 1)$ clocks divided by m
 $(n + 1) \times m/f_{cc} + \alpha$ (n and m are values immediately before STOP mode is set)
 α : oscillation growth time (differs depending on resonator)

(c) Releasing STOP mode by IRQ_{xxx} (in EI status)



WAIT: Wait time until TM1 counts $(n + 1)$ clocks divided by m
 $(n + 1) \times m/f_{cc} + \alpha$ (n and m are values immediately before STOP mode is set)
 α : oscillation growth time (differs depending on resonator)

16.3.3 STOP Mode Setting Conditions

When STOP mode is to be released by IRQ_{xxx}

Releasing by IRQ	<ul style="list-style-type: none"> ● Selects edge of signal to be input from INT pin (IEGMD1, IEGMD0). ● Sets modulo register value of timer 1 (that creates oscillation stabilization wait time). ● Clears interrupt request flag (IRQ) of INT pin to 0. ● Sets interrupt enable flag (IP) of INT pin to 1.
Releasing by IRQSIO	<ul style="list-style-type: none"> ● Selects external clock input from SCK pin as source clock (SIOCK1 = 0, SIOCK0 = 0). ● Enables serial interface to operate (SIOTS = 1). ● Sets modulo register value of timer 1 (that sets oscillation stabilization time). ● Clears interrupt request flag of serial interface (IRQSIO) to 0. ● Sets interrupt enable flag of serial interface (IPSIO) to 1.
Releasing by IRQTM0	<ul style="list-style-type: none"> ● Selects external clock input from INT pin as source clock of timer 0 (TMOCK1 = 1, TMOCK0 = 1). ● Sets modulo register value of timer 0. ● Sets modulo register value and source clock of timer 1 (that creates oscillation stabilization time). ● Enables timer 0 to operate (TMOEN = 1). ● Clears interrupt request flag (IRQTM0) to 0 ● Sets interrupt enable flag of timer 0 (IPTM0) to 1.

Caution Be sure to include a NOP instruction before the STOP instruction. By doing so, a time of one instruction is created between the IRQ_{xxx} manipulation instruction and STOP instruction. As a result, clearing IRQ_{xxx}, for example, is correctly reflected on the STOP instruction when the IRQ_{xxx} instruction is executed (refer to Example 1 below). Unless a NOP instruction is described immediately before the STOP instruction, the CLR1 IRQ_{xxx} instruction is not reflected on the STOP instruction, and the STOP mode is not set (Example 2).

Example 1. Correct program

```

      .....
      (Setting of IRQxxx)
      .....

      CLR1
      NOP    IRQxxx ; Describe NOP instruction immediately before the STOP instruction.
              ; (Clearing IRQxxx is correctly reflected on the STOP instruction.)
      STOP   1000B ; STOP instruction is correctly executed (STOP mode is set).
      .....
  
```

2. Incorrect program

```

      .....
      (Setting of IRQxxx)
      .....

      CLR1    IRQxxx ; Clearing IRQxxx is not reflected on the STOP instruction.
              ; (It is reflected on the instruction next to the STOP instruction.)
      STOP   1000B ; The STOP instruction is ignored (STOP mode is not set).
      .....
  
```

[MEMO]

★

CHAPTER 17 RESET

The μ PD17134A subseries is reset in the following four ways.

- (1) By $\overline{\text{RESET}}$ input
- (2) Power-ON/power-down reset that resets the microcontroller on power application or when supply voltage drops
- (3) Watchdog timer that resets the microcontroller in case of a program hang-up
- (4) Reset because of overflow/underflow of address stack

The power-ON/power-down reset function is effective when the supply voltage is 4.5 to 5.5 V.

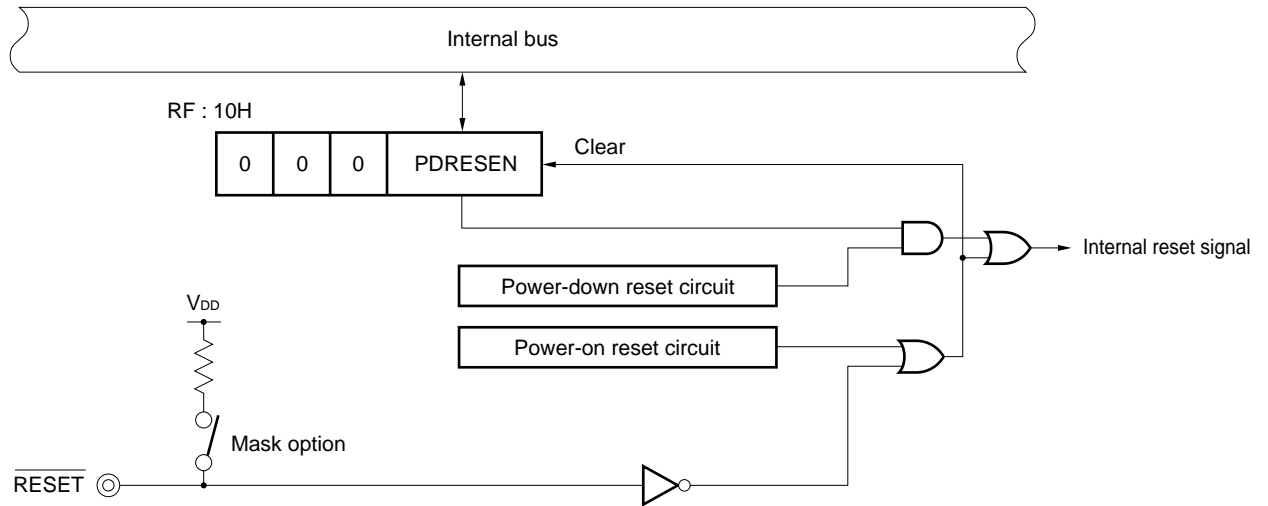
17.1 RESET FUNCTION

The reset function is used to initialize the device operation. How the device is initialized differs depending on the type of reset effected.

Table 17-1. Hardware Status at Reset

Reset method		Reset method		
		• $\overline{\text{RESET}}$ input during operation	• $\overline{\text{RESET}}$ input in standby mode	• Overflow of watchdog timer
Hardware		• Internal power-ON/ power-DOWN reset during operation	• Internal power-ON/ power-DOWN reset in standby mode	• Overflow and underflow of stack
Program counter		0000H	0000H	0000H
Port	I/O mode	Input	Input	Input
	Output latch	0	0	Undefined
General-purpose data memory	Other than DBF	Undefined	Retains previous status	Undefined
	DBF	Undefined	Undefined	Undefined
System register	Other than WR	0	0	0
	WR	Undefined	Retains previous status	Undefined
Control register		SP = 5H, IRQTM1 = 1, TM1EN = 1, IRQBTM = 0, and INT = status of INT pin at that time. Others are 0. Refer to CHAPTER 9 REGISTER FILE (RF) .		SP = 5H, INT = status of INT pin at that time. Others retain previous status.
Timer 0 and timer 1	Count register	00H	00H	Timer 0: 00H, timer 1: undefined
	Modulo register	FFH	FFH	FFH
Counter of basic interval timer		Undefined	Undefined	Undefined (40H if watchdog timer overflows)
Shift register of serial interface (SIOFDR)		Undefined	Retains previous status	Undefined
Data register of A/D converter (ADCR)		00H	00H	00H

Figure 17-1. Reset Block Configuration



17.2 RESETTING

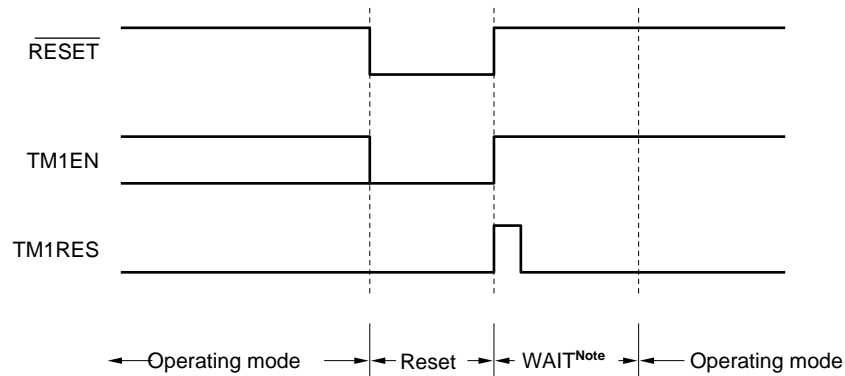
Operation when system reset is caused by the $\overline{\text{RESET}}$ pin is shown in the figure below.

If the $\overline{\text{RESET}}$ pin is set from low to high, system clock oscillation starts and an oscillation stabilization wait occurs with the timer 1. Program execution starts from address 0000H.

If power-on reset is used, the reset signals shown in Figure 17-2 are internally generated. Operation is the same as that when reset is caused externally by the $\overline{\text{RESET}}$ pin.

At watchdog timer overflow reset or stack overflow and underflow reset, oscillation stabilization wait time (WAIT) does not occur. Operation starts from address 0000H after initial statuses are internally set.

Figure 17-2. Reset Operation



Note This is oscillation stabilization wait time. Operating mode is set when timer 1 counts system clocks (f_{cc}) 512×256 counts approx. 65 ms at $f_{cc} = 2$ MHz).

17.3 POWER-ON/POWER-DOWN RESET FUNCTION

The μ PD17134A subseries is provided with two reset functions to prevent malfunctions from occurring in the microcontroller. They are the power-on reset function and power-down reset function. The power-on reset function resets the microcontroller when it detects that power was turned on. The power-down reset function resets the microcontroller when it detects drops in the power voltage.

These functions are implemented by the power monitoring circuit whose operating voltage has a different range than the logic circuits in the microcontroller and the oscillation circuit (which stops oscillation at reset to put the microcontroller in a temporary stop state). Conditions required to enable these functions and their operations will be described next.

Caution When designing an application circuit that calls for high reliability, do not depend on the internal power-ON/power-DOWN reset function only. Make sure that an external RESET signal is input.

17.3.1 Conditions Required to Enable the Power-On Reset Function

This function is effective when used together with the power-down reset function.

The following conditions are required to validate the power-on reset function:

- (1) The power voltage must be within 4.5 to 5.5 V during normal operation, including the standby state.
- (2) The frequency of the system clock oscillator must be 400 kHz to 4 MHz. Note
- (3) The power-down reset function must be enabled during normal operation, including the standby state.
- (4) The power voltage must rise from 0 V to the specified voltage.
- (5) The time it takes for the power voltage to rise from 0 to 2.7 V must be shorter than the oscillation stabilization wait time (system clock $f_{cc} = 512 \times 256$ counts, about 65 ms, at $f_{cc} = 2$ MHz) counted in timer 1.

Note Applies to the μ PD17135A, 17137A, and 17P137A.

When the μ PD17134A, 17136A, or 17P136A is used, $f_{cc} = 400$ kHz to 2 MHz.

- Cautions**
1. If the above conditions are not satisfied, the power-on reset function will not operate effectively. In this case, an external reset circuit needs to be added.
 2. In the standby state, even if the power-down reset function operates normally, general-purpose data memory (except DBF) retains data up to $V_{DD} = 2.7$ V. If, however, data is changed due to an external error, the data in memory is not guaranteed.

17.3.2 Power-On Reset Function and Operation

The power-on reset function resets the microcontroller when it detects that power was turned on in the hardware, regardless of the software state.

The power-on reset circuit operates under a lower voltage than the other internal circuits. It initializes the microcontroller regardless whether the oscillation circuit is operating. When the reset is terminated, timer 1 counts the number of oscillation pulses sent from the oscillator until it reaches the specified value. Within this period, oscillation becomes stable and the power voltage applied to the microcontroller enters the range ($V_{DD} = 2.7$ to 5.5 V at 400 kHz to 4 MHz) in which the microcontroller is guaranteed to operate.

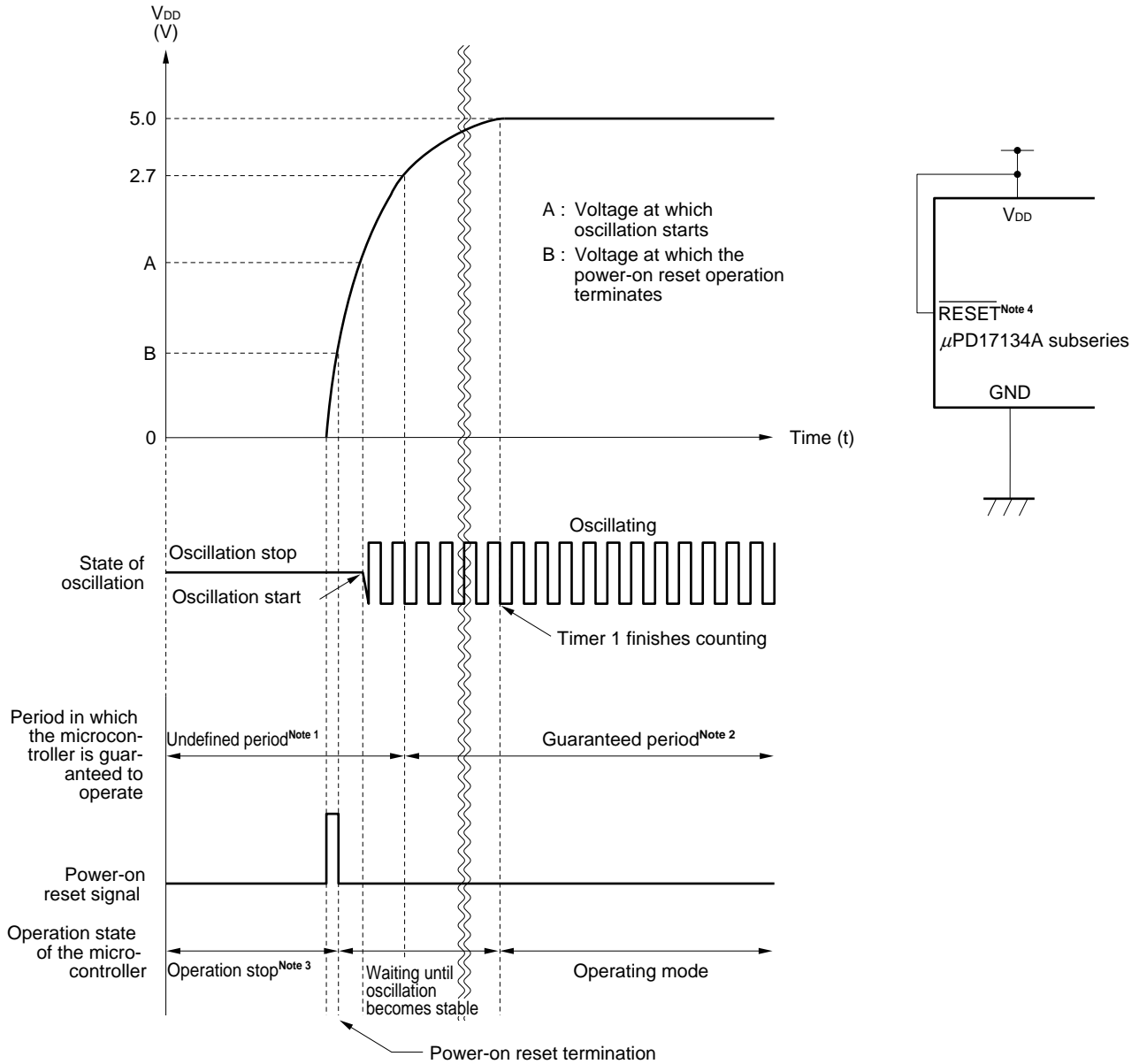
When this period elapses, the microcontroller enters normal operation mode. Figure 17-3 shows an example of the power-on reset operation.

Functions of the power-on reset

- (1) This circuit always monitors the voltage applied to the V_{DD} pin.
- (2) This circuit resets the internal circuit of the microcomputer, regardless of whether the oscillator circuit operates or not, when the supply voltage rises, until the voltage reaches the power-ON reset clear voltage ($V_{DD} = 1.5$ V TYP.).^{Note}
- (3) This circuit stops oscillation during the reset operation.
- (4) When reset is released, timer 1 counts oscillation pulses. The microcontroller waits until oscillation becomes stable and the power voltage becomes $V_{DD} = 2.7$ V or higher.

Note The internal circuit of the microcontroller is not reset until the supply voltage reaches the level at which the internal circuit can operate (i.e., internal reset signal can be accepted).

Figure 17-3. Example of the Power-On Reset Operation



- Notes**
1. During the operation-undefined period, not all of the operations specified for the μ PD17134A subseries are guaranteed. The power-on reset operation is guaranteed in this period.
 2. The operation-guaranteed period refers to the time in which all the operations specified for the μ PD17134A subseries are guaranteed.
 3. An operation stop state refers to the state in which all of the functions of the microcontroller are stopped.

17.3.3 Condition Required for Use of the Power-Down Reset Function

The power-down reset function can be enabled or disabled using software. The following condition is required to use this function:

- The power voltage must be within 4.5 to 5.5 V during normal operation, including the standby state.
- The frequency of the system clock oscillator must be 400 kHz to 4 MHz.

Caution When the microcontroller is used with a power voltage of 2.7 to 4.5 V, add an external reset circuit instead of using the internal power-down reset circuit. If the internal power-down reset circuit is used with a power voltage of 2.7 to 4.5 V, reset operation may not terminate.

17.3.4 Power-Down Reset Function and Operation

This function is enabled by setting the power-down reset enable flag (PDRESEN) using software.

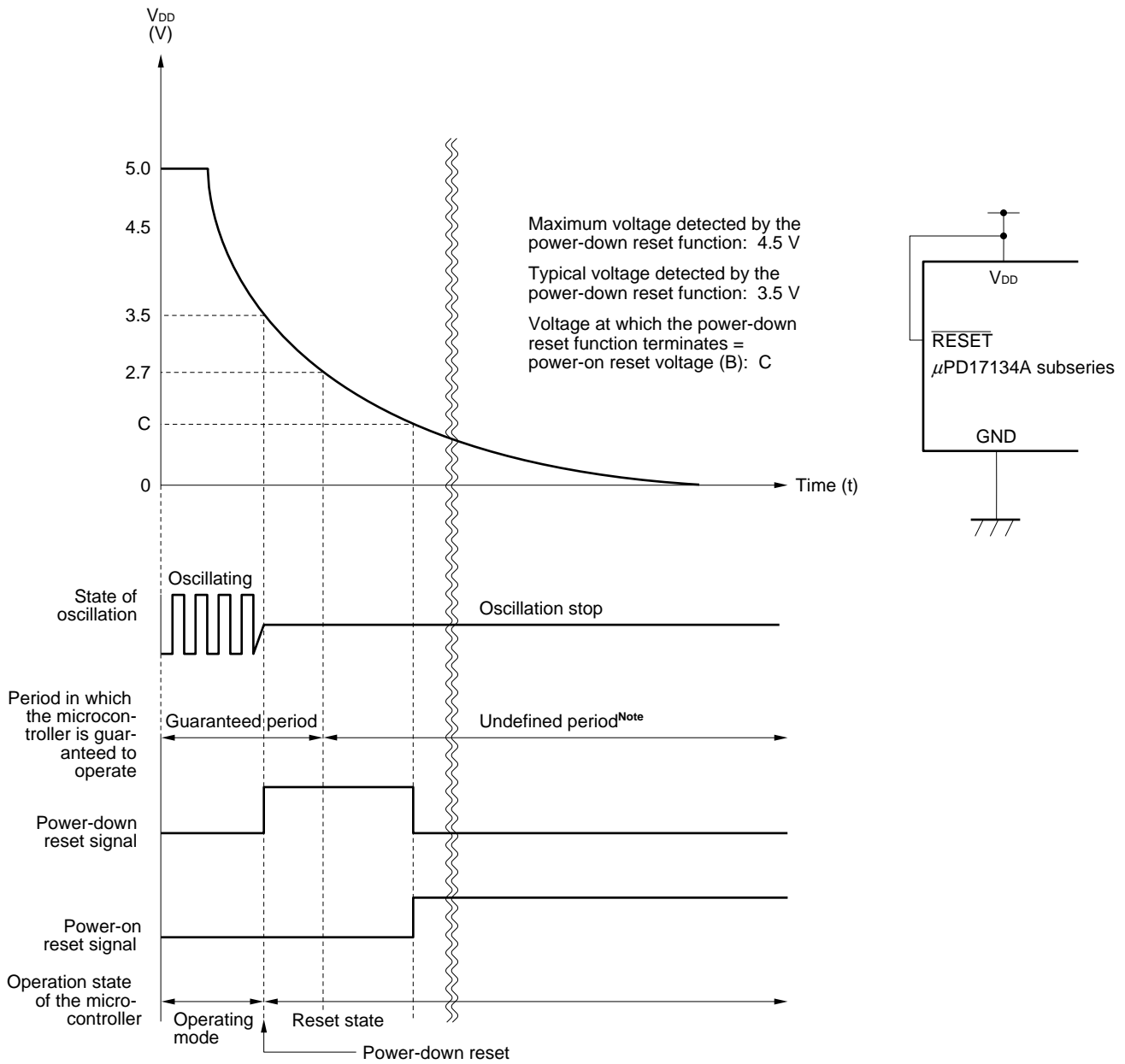
When this function detects a power voltage drop, it issues the reset signal to the microcontroller. It then initializes the microcontroller. Stopping oscillation during reset prevents the power voltage in the microcontroller from fluctuating out of control. When the specified power voltage recovers and the power-down reset operation is terminated, the microcontroller waits the time required for stable oscillation using the timer. The microcontroller then enters normal operation (starts from address 0).

Figure 17-4 shows an example of the power-down operation. Figure 17-5 shows an example of reset operation during the period from power-down reset to power recovery.

Functions of the power-down reset

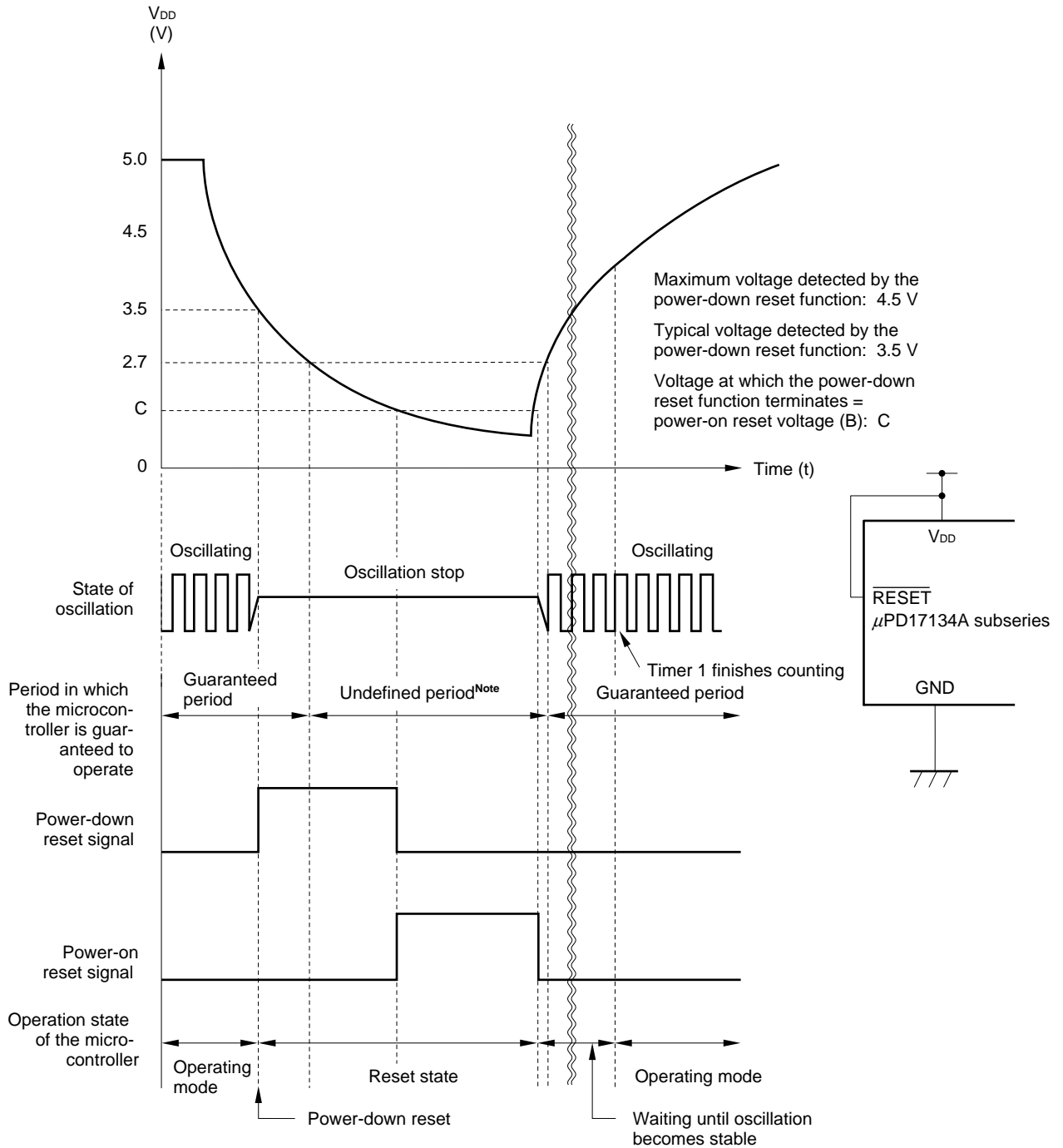
- (1) This circuit always monitors the voltage applied to the V_{DD} pin.
- (2) When this circuit detects a power voltage drop, it issues a reset signal to the other parts of the microcontroller. It continues to send this reset signal until the power voltage recovers or all the functions in the microcontroller stop.
- (3) This circuit stops oscillation during the reset operation to prevent software crashes. When the power voltage recovers to the low-voltage detection level (3.5 V TYP., 4.5 V MAX.) before the power-down reset function stops, the microcontroller waits the time required for stable oscillation using timer 1, then enters normal operation mode.
- (4) When the power voltage recovers from 0 V, the power-on reset function has priority.
- (5) After the power-down reset function stops and the power voltage recovers before it reaches 0 V, the microcontroller waits using timer 1 until oscillation becomes stable and the power voltage (V_{DD}) reaches 2.7 V. The microcontroller then enters normal operation mode.

Figure 17-4. Example of the Power-Down Reset Operation



Note In the operation-undefined period, not all the operations specified for the μ PD17134A subseries are guaranteed. The power-down reset operation, which continues to issue a reset signal until all the functions in the microcontroller stop, is guaranteed in this period.

Figure 17-5. Example of Reset Operation during the Period from Power-Down Reset to Power Recovery



Note In the operation-undefined period, not all the operations specified for the μ PD17134A subseries are guaranteed. The power-down reset operation, which continues to issue the reset signal until all the functions in the microcontroller stop, is guaranteed in this period.

[MEMO]

CHAPTER 18 ONE-TIME PROM WRITING/VERIFYING

The on-chip program memories of the μ PD17P136A and 17P137A are is a 2048×16 -bit one-time PROM. Pins listed in Table 18-1 are used for one-time PROM writing/verifying. The address is updated by the clock signal input from the CLK pin.

Caution **PIB₀/V_{PP} pin is used as V_{PP} pin in program writing/verifying mode. Therefore, there is a possibility of overrunning of the microcontroller when higher voltage than V_{DD} + 0.3 V is applied to PIB₀/V_{PP} pin in normal operation mode. Pay careful attention to pin protection.**

Table 18-1. Pins Used for Writing/Verifying Program Memory

Pin	Function
V _{PP}	Applies program voltage. Apply +12.5 V to this pin.
V _{DD}	Power supply pin. Apply +6 V to this pin.
RESET	System reset input pin. Used for initializing all states before setting program memory writing/verifying mode.
CLK	Clock input for updating address. Updates program memory address by inputting four pulses.
MD ₀ -MD ₃	Select operation mode.
D ₀ -D ₇	8-bit data I/O pins.

18.1 DIFFERENCES BETWEEN MASK ROM VERSION AND ONE-TIME PROM MODEL

The μ PD17P136A and 17P137A are microcontrollers replacing the program memory of the on-chip mask ROM version μ PD17136A and 17137A to one-time PROM. Table 18-2 shows the differences between mask ROM version and one-time PROM version.

Differences between each product are only its program memory, program size, address register size, and whether it can specify mask option or not. The CPU function and internal peripheral hardware of each product are the same. Therefore, the μ PD17P136A can be used for evaluating program of the μ PD17134A/17136A in system development. Also, the μ PD17P137A can be used for evaluating the μ PD17135A/17137A in the same way.

Table 18-2. Differences Between Mask ROM Version and One-Time PROM Version

Item	μ PD17134A/17135A	μ PD17136A/17137A	μ PD17P136A/17P137A
ROM	Mask ROM		One-time PROM
	1024 × 16 bits (0000H to 03FFH)	2048 × 16 bits (0000H to 07FFH)	
Program counter	10 bits	11 bits	
Address register			
Address stack register			
P0D, P1A, and P1B pins and pull-up resistor of RESET pin	Mask option		Not available
V _{PP} pin and operating mode select pin	Not available		Provided
★ Quality grade	Standard Special [(A), (A1)]		Standard

- ★ **Caution** The PROM model is highly compatible with the mask ROM model in terms of functions but its internal ROM circuit and electrical characteristics are partially different from those of the mask ROM model. To replace the PROM model with the mask ROM model, thoroughly evaluate the application by using a sample of the mask ROM model.

18.2 OPERATION MODE WHEN PROGRAM MEMORY IS WRITTEN/VERIFIED

The μ PD17P136A and 17P137A enter a program memory write/verify mode when they have been reset for a fixed time ($V_{DD} = 5\text{ V}$, $\overline{\text{RESET}} = 0\text{ V}$) and then +6 V is applied to the V_{DD} pin and +12.5 V to the V_{PP} pin. In this mode, the operation modes shown in the table below can be selected depending on the setting of the MD₀ through MD₃ pins. Connect V_{ADC} directly to V_{DD}. Connect all the other pins to GND via pull-down resistor.

Table 18-3. Setting Operation Modes

Setting operation mode						Operation mode
V _{PP}	V _{DD}	MD ₀	MD ₁	MD ₂	MD ₃	
+12.5 V	+6 V	H	L	H	L	Program memory address 0 clear
		L	H	H	H	Write mode
		L	L	H	H	Verify mode
		H	×	H	H	Program inhibit mode

Remark ×: don't care (L or H)

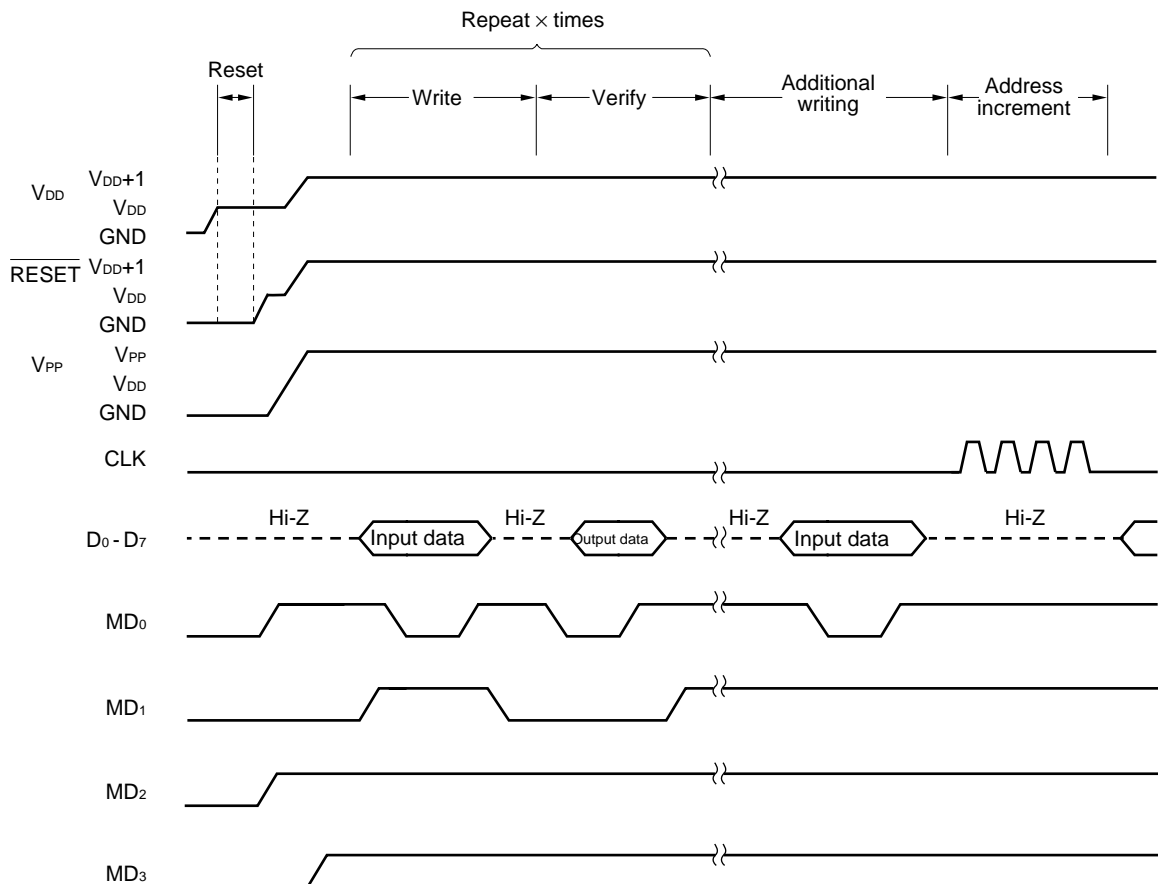
18.3 WRITING PROCEDURE OF PROGRAM MEMORY

The program memory can be written at high speeds in the following procedure.

- (1) Pull down the unused pins to GND. Make the CLK pin low.
- (2) Apply 5 V to the V_{DD} pin. Make V_{PP} pin and $\overline{\text{RESET}}$ pin low.
- (3) Wait for 10 μs . Then, apply 5 V to $\overline{\text{RESET}}$ pin.
- (4) Set the program memory address 0 clear mode using mode selector pins.
- (5) Apply 6 V to V_{DD} and $\overline{\text{RESET}}$, and 12.5 V to V_{PP}.
- (6) Set the program inhibit mode.
- (7) Write data in mode for 1 ms writing.
- (8) Set the program inhibit mode.
- (9) Set the verify mode. If the program has been correctly written, proceed to (10). If not, repeat (7) through (9).
- (10) Additional writing of (number of times (x) the program has been written in (7) through (9)) \times 1 ms.
- (11) Set the program inhibit mode.
- (12) Input four pulses to the CLK pin to update the program memory address by one.
- (13) Repeat (7) through (12) until the last address is programmed.
- (14) Set the program memory address 0 clear mode.
- (15) Change the voltage of V_{DD} and V_{PP} pins to 5 V.
- (16) Turn off the power.

Figure 18-1 shows the procedures of (2) through (12).

Figure 18-1. Procedure of Program Memory Writing

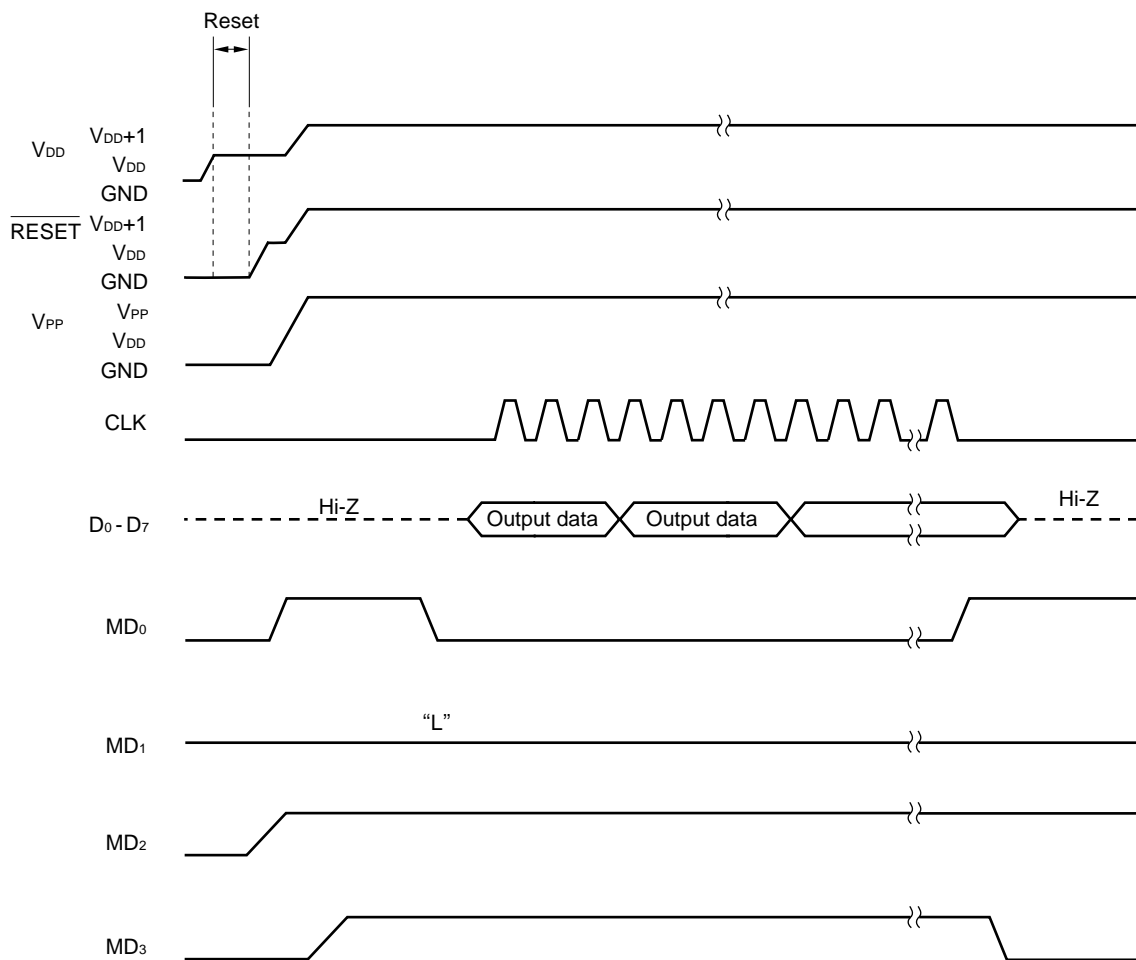


18.4 READING PROCEDURE OF PROGRAM MEMORY

- (1) Connect V_{ADC} directly to V_{DD} , and all the other pins to GND via pull-down resistor. Make the CLK pin low.
- (2) Apply 5 V to the V_{DD} pin. Make V_{PP} pin and \overline{RESET} pin low.
- (3) Wait for 10 μs . Then, apply 5 V to \overline{RESET} pin.
- (4) Set the program memory address 0 clear mode using mode selector pins.
- (5) Apply 6 V to V_{DD} and \overline{RESET} and 12.5 V to V_{PP} .
- (6) Set mode selector pins to the program inhibit mode.
- (7) Set the verify mode. When clock pulses are input to the CLK pin, data for each address can be sequentially output with four clocks as one cycle.
- (8) Set the program inhibit mode.
- (9) Set the program memory address 0 clear mode.
- (10) Change the voltage of V_{DD} and V_{PP} pins to 5 V.
- (11) Turn off the power.

Figure 18-2 shows the program reading procedure (2) through (9).

Figure 18-2. Procedure of Program Memory Reading



CHAPTER 19 INSTRUCTION SET

19.1 OVERVIEW OF THE INSTRUCTION SET

b ₁₄ -b ₁₁ \ b ₁₅		0		1	
		BIN	HEX		
0 0 0 0	0	ADD	r, m	ADD	m, #n4
0 0 0 1	1	SUB	r, m	SUB	m, #n4
0 0 1 0	2	ADDC	r, m	ADDC	m, #n4
0 0 1 1	3	SUBC	r, m	SUBC	m, #n4
0 1 0 0	4	AND	r, m	AND	m, #n4
0 1 0 1	5	XOR	r, m	XOR	m, #n4
0 1 1 0	6	OR	r, m	OR	m, #n4
0 1 1 1	7	INC	AR		
		INC	IX		
		MOVT	DBF, @AR		
		BR	@AR		
		CALL	@AR		
		RET			
		RETSK			
		EI			
		DI			
		RETI			
		PUSH	AR		
		POP	AR		
		GET	DBF, p		
		PUT	p, DBF		
		PEEK	WR, rf		
POKE	rf, WR				
RORC	r				
STOP	s				
HALT	h				
NOP					
1 0 0 0	8	LD	r, m	ST	m, r
1 0 0 1	9	SKE	m, #n4	SKGE	m, #n4
1 0 1 0	A	MOV	@r, m	MOV	m, @r
1 0 1 1	B	SKNE	m, #n4	SKLT	m, #n4
1 1 0 0	C	BR	addr	CALL	addr
1 1 0 1	D			MOV	m, #n4
1 1 1 0	E			SKT	m, #n
1 1 1 1	F			SKF	m, #n

19.2 LEGEND

AR	: Address register
ASR	: Address stack register indicated by stack pointer
addr	: Program memory address (11 bits)
BANK	: Bank register
CMP	: Compare register
CY	: Carry flag
DBF	: Data buffer
h	: Halt release condition
INTEF	: Interrupt enable flag
INTR	: Register saved automatically to interrupt stack
INTSK	: Interrupt stack register
IX	: Index register
MP	: Data memory row address pointer
MPE	: Memory pointer enable flag
m	: Data memory address indicated by m _R and m _C
m _R	: Data memory row address (high-order)
m _C	: Data memory column address (low-order)
n	: Bit position (4 bits)
n4	: Immediate data (4 bits)
PC	: Program counter
p	: Peripheral address
p _H	: Peripheral address (high-order 3 bits)
p _L	: Peripheral address (low-order 4 bits)
r	: General register column address
rf	: Register file address
rf _R	: Register file row address (high-order 3 bits)
rf _C	: Register file column address (low-order 4 bits)
SP	: Stack pointer
s	: Stop release condition
WR	: Window register
(X)	: Contents addressed by x

19.3 LIST OF THE INSTRUCTION SET

Group	Mnemonic	Operand	Operation	Machine code			
				OP code	Operand		
Add	ADD	r, m	$(r) \leftarrow (r) + (m)$	00000	m _R	m _C	r
		m, #n4	$(m) \leftarrow (m) + n4$	10000	m _R	m _C	n4
	ADDC	r, m	$(r) \leftarrow (r) + (m) + CY$	00010	m _R	m _C	r
		m, #n4	$(m) \leftarrow (m) + n4 + CY$	10010	m _R	m _C	n4
	INC	AR	$AR \leftarrow AR + 1$	00111	000	1001	0000
		IX	$IX \leftarrow IX + 1$	00111	000	1000	0000
Subtract	SUB	r, m	$(r) \leftarrow (r) - (m)$	00001	m _R	m _C	r
		m, #n4	$(m) \leftarrow (m) - n4$	10001	m _R	m _C	n4
	SUBC	r, m	$(r) \leftarrow (r) - (m) - CY$	00011	m _R	m _C	r
		m, #n4	$(m) \leftarrow (m) - n4 - CY$	10011	m _R	m _C	n4
Logical Operation	OR	r, m	$(r) \leftarrow (r) \vee (m)$	00110	m _R	m _C	r
		m, #n4	$(m) \leftarrow (m) \vee n4$	10110	m _R	m _C	n4
	AND	r, m	$(r) \leftarrow (r) \wedge (m)$	00100	m _R	m _C	r
		m, #n4	$(m) \leftarrow (m) \wedge n4$	10100	m _R	m _C	n4
	XOR	r, m	$(r) \leftarrow (r) \nabla (m)$	00101	m _R	m _C	r
		m, #n4	$(m) \leftarrow (m) \nabla n4$	10101	m _R	m _C	n4
Judge	SKT	m, #n	$CMP \leftarrow 0$, if $(m) \wedge n = n$, then skip	11110	m _R	m _C	n
	SKF	m, #n	$CMP \leftarrow 0$, if $(m) \wedge n = 0$, then skip	11111	m _R	m _C	n
Compare	SKE	m, #n4	$(m) - n4$, skip if zero	01001	m _R	m _C	n4
	SKNE	m, #n4	$(m) - n4$, skip if not zero	01011	m _R	m _C	n4
	SKGE	m, #n4	$(m) - n4$, skip if not borrow	11001	m _R	m _C	n4
	SKLT	m, #n4	$(m) - n4$, skip if borrow	11011	m _R	m _C	n4
Rotate	RORC	r		00111	000	0111	r
Transfer	LD	r, m	$(r) \leftarrow (m)$	01000	m _R	m _C	r
	ST	m, r	$(m) \leftarrow (r)$	11000	m _R	m _C	r
	MOV	@r, m	if MPE = 1: $(MP, (r) \leftarrow (m))$ if MPE = 0: $(BANK, m_R, (r)) \leftarrow (m)$	01010	m _R	m _C	r
		m, @r	if MPE = 1: $(m) \leftarrow (MP, (r))$ if MPE = 0: $(m) \leftarrow (BANK, m_R, (r))$	11010	m _R	m _C	r
		m, #n4	$(m) \leftarrow n4$	11101	m _R	m _C	n4
	MOVT	DBF, @AR	$SP \leftarrow SP - 1, ASR \leftarrow PC, PC \leftarrow AR,$ $DBF \leftarrow (PC), PC \leftarrow ASR, SP \leftarrow SP + 1$	00111	000	0001	0000

CHAPTER 19 INSTRUCTION SET

Group	Mnemonic	Operand	Operation	Machine code			
				OP code	Operand		
Transfer	PUSH	AR	$SP \leftarrow SP - 1, ASR \leftarrow AR$	00111	000	1101	0000
	POP	AR	$AR \leftarrow ASR, SP \leftarrow SP + 1$	00111	000	1100	0000
	PEEK	WR, rf	$WR \leftarrow (rf)$	00111	r _R	0011	r _C
	POKE	rf, WR	$(rf) \leftarrow WR$	00111	r _R	0010	r _C
	GET	DBF, p	$DBF \leftarrow (p)$	00111	p _H	1011	p _L
	PUT	p, DBF	$(p) \leftarrow DBF$	00111	p _H	1010	p _L
Branch	BR	addr	$PC \leftarrow addr$	01100	addr		
		@AR	$PC \leftarrow AR$	00111	000	0100	0000
Sub-routine	CALL	addr	$SP \leftarrow SP - 1, ASR \leftarrow PC, PC \leftarrow addr$	11100	addr		
		@AR	$SP \leftarrow SP - 1, ASR \leftarrow PC, PC \leftarrow AR$	00111	000	0101	0000
	RET		$PC \leftarrow ASR, SP \leftarrow SP + 1$	00111	000	1110	0000
	RETSK		$PC \leftarrow ASR, SP \leftarrow SP + 1$ and skip	00111	001	1110	0000
	RETI		$PC \leftarrow ASR, INTR \leftarrow INTSK, SP \leftarrow SP + 1$	00111	100	1110	0000
Interrupt	EI		$INTEF \leftarrow 1$	00111	000	1111	0000
	DI		$INTEF \leftarrow 0$	00111	001	1111	0000
Others	STOP	s	STOP	00111	010	1111	s
	HALT	h	HALT	00111	011	1111	h
	NOP		No operation	00111	100	1111	0000

19.4 ASSEMBLER (AS17K) EMBEDDED MACRO INSTRUCTIONS

Legend

flag n : FLG type symbol

< > : Can be omitted

	Mnemonic	Operand	Operation	n
Embedded macro	SKTn	flag 1, ...flag n	if (flag 1) to (flag n) = all "1" then skip	$1 \leq n \leq 4$
	SKFn	flag 1, ...flag n	if (flag 1) to (flag n) = all "0", then skip	$1 \leq n \leq 4$
	SETn	flag 1, ...flag n	(flag 1) to (flag n) \leftarrow 1	$1 \leq n \leq 4$
	CLRn	flag 1, ...flag n	(flag 1) to (flag n) \leftarrow 0	$1 \leq n \leq 4$
	NOTn	flag 1, ...flag n	if (flag n) = "0", then (flag n) \leftarrow 1 if (flag n) = "1", then (flag n) \leftarrow 0	$1 \leq n \leq 4$
	INITFLG	<NOT> flag 1, ...<<NOT> flag n>	if description = NOT flag n, then (flag n) \leftarrow 0 if description = flag n, then (flag n) \leftarrow 1	$1 \leq n \leq 4$
	BANKn		BANK \leftarrow n	n = 0, 1

19.5 INSTRUCTIONS

19.5.1 Addition Instructions

(1) ADD r, m

Add data memory to general register

<1> OP code



<2> Function

When CMP = 0, $(r) \leftarrow (r) + (m)$

Adds the data memory contents to the general register contents, and stores the result in general register.

When CMP = 1, $(r) + (m)$

The result is not stored in the register. Carry flag CY and zero flag Z are changed, according to the result.

Sets carry flag CY, if a carry occurs as a result of the addition. Resets the carry flag, if no carry occurs.

If the addition result is other than zero, zero flag Z is reset, regardless of compare flag CMP.

If the result is zero with the compare flag reset (CMP = 0), the zero flag Z is set.

If the result is zero with the compare flag set (CMP = 1), the zero flag Z is not changed.

Addition can be executed in binary 4 bits or BCD. The BCD flag for the PWORD specifies what kind of addition is to be executed.

<3> Example 1

To add the address 0.2FH contents to the address 0.03H contents, when row address 0 (0.00H–0.0FH) in bank 0 is specified as the general register (RPH = 0, RPL = 0), and to store the result in address 0.03H:

```

(0.03H) ← (0.03H) + (0.2FH)
MEM003  MEM  0.03H
MEM02F  MEM  0.2FH
MOV     BANK, #00H      ; Data memory bank 0
MOV     RPH, #00H      ; General register bank 0
MOV     RPL, #00H      ; General register row address 0
ADD     MEM003, MEM02F
    
```

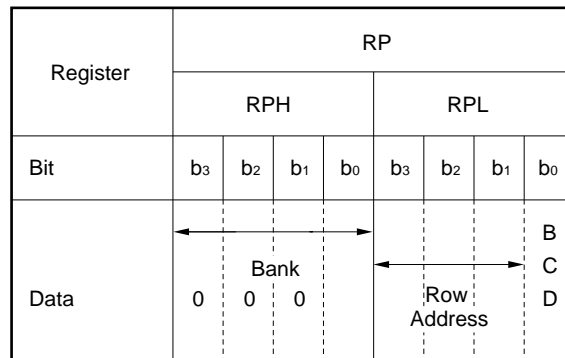
Example 2

To add the address 0.2FH contents to the address 0.23H contents, when row address 2 (0.20H–0.2FH) in bank 0 is specified as the general register (RPH = 0, RPL = 4), and store the result in address 0.23H:

```

                (0.23H) ← (0.23H) + (0.2FH)
MEM023  MEM    0.23H
MEM02F  MEM    0.2FH
                MOV    BANK, #00H      ; Data memory bank 0
                MOV    RPH, #00H      ; General register bank 0 Note
                MOV    RPL, #04H      ; General register row address 2
                ADD    MEM023, MEM02F
    
```

Note



RP (general register pointer) is assigned in the system register, as shown above. Therefore, to set bank 0 and row address 2 in a general register, 00H must be stored in RPH and 04H, in RPL. In this case, the subsequent arithmetic operation is executed in binary 4-bit operation, because the BCD flag is reset.

Example 3

To add the address 0.6FH contents to the address 0.03H contents and store the result in address 0.3H. At this time, data memory address 0.6FH can be specified, by selecting data memory address 2FH, if IXE = 1, IXH = 0, IXM = 4, and IXL = 0, i.e., IX = 0.40H.

$$(0.03H) \leftarrow (0.03H) + \underbrace{(0.6FH)}_{\substack{\text{Address obtained as result of ORing index register} \\ \text{contents, 0.40H, and data memory address 0.2FH}}}$$

```

MEM003  MEM    0.03H
MEM02F  MEM    0.2FH
                MOV    RPH, #00H      ; General register bank 0
                MOV    RPL, #00H      ; General register row address 0
                MOV    IXH, #00H      ; IX ← 00001000000B
                MOV    IXM, #04H      ;
                MOV    IXL, #00H      ;
                SET1   IXE             ; IXE flag ← 1
                ADD    MEM003, MEM02F ; IX          00001000000B (0.40H)
                                                ; Bank operand OR ) 00000101111B (0.2FH)
                                                ; Specified address 00001101111B (0.6FH)
    
```

Example 4

To add the address 0.3FH contents to the address 0.03H contents and store the result in address 0.03H. At this time, data memory address 2.3FH can be specified by specifying data memory address 2FH, if IXE = 1, IXH = 0, IXM = 1, and IXL = 0, i.e., IX = 0.10H.

$$(0.03H) \leftarrow (0.03H) + (0.3FH)$$

└── Address obtained as result of ORing index register contents, 0.10H, and data memory address 0.2FH

```
MEM003 MEM 0.03H
MEM02F MEM 0.2FH
MOV BANK, #00H
MOV RPH, #00H ; General register bank 0
MOV RPL, #00H ; General register row address 0
MOV IXH, #00H ; IX ← 00000010000B (0.10H) Note
MOV IXM, #01H
MOV IXL, #00H
SET1 IXE ; IXE flag ← 1
ADD MEM003, MEM02F ; IX 00000010000B (0.10H)
; Bank operand OR ) 00000101111B (0.2FH)
; Specified address 00100111111B (0.3FH)
```

Note

Register	IX											
	IXH				IXM				IXL			
Bit	b ₃	b ₂	b ₁	b ₀	b ₃	b ₂	b ₁	b ₀	b ₃	b ₂	b ₁	b ₀
Data	M	←── Bank ──→			←── Row Address ──→				←── Column address ──→			
P	0	0	0									
E												

IX (index register) is assigned in the system register, as shown above, Therefore, to specify IX = 0.10H, 00H must be stored in IXH. 01H in IXM, and 00H in IXL. In this case, MP (memory pointer) for general register indirect transfer is invalid, because the MPE flag (memory pointer enable) is reset.

<4> **Caution**

The first operand for the ADD r, m instruction is a column address. Therefore, if the instruction is described as follows, the column address for the general register is 03H:

```
MEM013 MEM 0.13H
MEM02F MEM 0.2FH
★      MOV RPH, #00H      ; General register bank 0
      MOV RPL, #00H      ; General register row address 0
      ADD MEM013, MEM02F
```

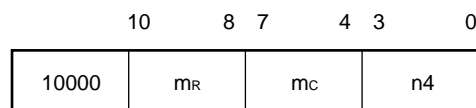
└──┬──┘ Indicates the general register column address.
 The low-order 4 bits (in this case, 03H) are valid

When CMP flag = 1, the addition result is not stored.
 When BCD flag = 1, the decimal addition result is stored.

(2) **ADD m, #n4**

Add immediate data to data memory

<1> **OP code**



<2> **Function**

When CMP = 0, $(m) \leftarrow (m) + n4$

Adds immediate data to the data memory contents, and stores the result in data memory.

When CMP = 1, $(m) + n4$

The result is not stored in the data memory. Carry flag CY and zero flag Z are changed, according to the result.

Sets carry flag CY, if a carry occurs as a result of the addition; resets the carry flag if no carry occurs.

If the addition result is other than zero, zero flag Z is reset, regardless of compare flag CMP.

If the result is zero with the compare flag reset (CMP = 0), the zero flag Z is set.

If the result is zero with the compare flag set (CMP = 1), the zero flag Z is not changed.

Addition can be executed in binary 4 bits or BCD. The BCD flag for the PSWORD specifies which kind of addition is to be executed.

<3> Example 1

To add 5 to the address 0.2FH contents, and store the result in address 0.2FH:

$$(0.2FH) \leftarrow (0.2FH) + 5$$

```
MEM02F MEM 0.2FH
      ADD MEM02F, #05H
```

Example 2

To add 5 to the address 0.6FH contents and store the result in address 0.6FH. At this time, data memory address 0.6FH can be specified by selecting data memory address 2FH, if IXE = 1, IXH = 0, IXM = 4, and IXL = 0, i.e., IX = 0.40H.

$$(0.6FH) \leftarrow (0.6FH) + 05H$$

└─ Address obtained as result of ORing index register contents, 0.40H,
and data memory address 0.2FH

```
MEM02F MEM 0.2FH
      MOV BANK, #00H ; Data memory bank 0
      MOV IXH, #00H ; IX ← 00001000000B (0.40H)
      MOV IXM, #04H
      MOV IXL, #00H
      SET1 IXE ; IXE flag ← 1
      ADD MEM02F, #05H ; IX 00001000000B (0.40H)
                        ; Bank operand OR ) 00000101111B (0.2FH)
                        ; Specified address 00001101111B (0.6FH)
```

Example 3

To add 5 to the address 0.2FH contents and store the result in address 0.2FH. At this time, data memory address 0.2FH can be specified by selecting data memory address 2FH, if IXE = 1, IXH = 0, IXM = 0, and IXL = 0, i.e., IX = 0.00H.

★
$$(0.2FH) \leftarrow (0.2FH) + 05H$$

└─ Address obtained as result of ORing index register contents, 0.00H,
and data memory address 0.2FH

```
MEM02F MEM 0.2FH
      MOV BANK, #00H ; Data memory bank 0
      MOV IXH, #00H ; IX ← 00000000000B
      MOV IXM, #00H
      MOV IXL, #00H
      SET1 IXE ; IXE flag ← 1
      ADD MEM02F, #05H ; IX 00000000000B (0.00H)
                        ; Bank operand OR ) 00000101111B (0.2FH)
                        ; Specified address 00000101111B (0.2FH)
```

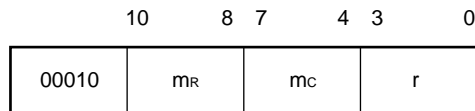
<4> Caution

When the CMP flag = 1, the addition result is not stored.
When the BCD flag = 1, the decimal addition result is stored.

(3) **ADDC r, m**

Add data memory to general register with carry flag

<1> **OP code**



<2> **Function**

When $CMP = 0$, $(r) \leftarrow (r) + (m) + CY$

Adds the data memory contents to the general register contents with carry flag CY , and stores the result in general register.

When $CMP = 1$, $(r) + (m) + CY$

The result is not stored in the register. Carry flag CY and zero flag Z are changed according to the result.

- ★ By using this **ADDC** instruction, one or more nibbles can be easily added.
- Sets carry flag CY , if a carry occurs as a result of the addition; resets the carry flag if no carry occurs.
- If the addition result is other than zero, zero flag Z is reset, regardless of compare flag CMP .
- If the result is zero with the compare flag reset ($CMP = 0$), the zero flag Z is set.
- If the result is zero with the compare flag set ($CMP = 1$), the zero flag Z is not changed.
- Addition can be executed in binary 4 bits or BCD. The BCD flag for **PSWORD** specifies which kind of addition is to be executed.

<3> **Example 1**

To add the 12-bit contents for addresses 0.0DH through 0.0FH to the 12-bit contents for addresses 0.2DH through 0.2FH, and store the result in the 12-bit contents for address 0.0DH to 0.0FH, when row address 0 (0.00H–0.0FH) of bank 0 is specified as a general register:

$$(0.0FH) \leftarrow (0.0FH) + (0.2FH)$$

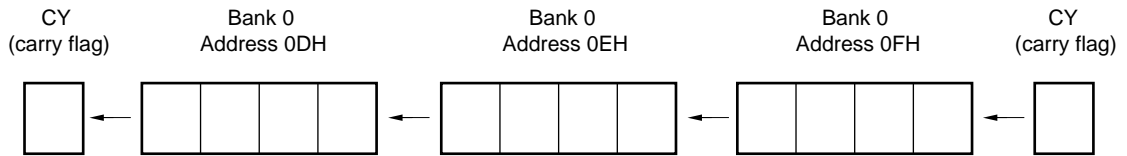
$$(0.0EH) \leftarrow (0.0EH) + (0.2EH) + CY$$

$$(0.0DH) \leftarrow (0.0DH) + (0.2DH) + CY$$

```
MEM00D MEM 0.0DH
MEM00E MEM 0.0EH
MEM00F MEM 0.0FH
MEM02D MEM 0.2DH
MEM02E MEM 0.2EH
MEM02F MEM 0.2FH
MOV BANK, #00H ; Data memory bank 0
MOV RPH, #00H ; General register bank 0
MOV RPL, #00H ; General register row address 0
ADD MEM00F, MEM02F ; Low-order nibble
ADDC MEM00E, MEM02E
ADDC MEM00D, MEM02D ; High-order nibble
```

Example 2

To shift the 12-bit contents for addresses 0.2DH through 0.2FH 1 bit to the left, when row address 2 in bank 0 (0.20H–0.2FH) is specified as a general register:



```

MEM00D  MEM    0.0DH
MEM00E  MEM    0.0EH
MEM00F  MEM    0.0FH
MEM02D  MEM    0.2DH
MEM02E  MEM    0.2EH
MEM02F  MEM    0.2FH
        MOV    RPH, #00H      ; General register bank 0
        MOV    RPL, #04H      ; General register row address 2
        MOV    BANK, #00H     ; Data memory bank 0
        ADDC  MEM00F, MEM02F
        ADDC  MEM00E, MEM02E
        ADDC  MEM00D, MEM02D
    
```

Example 3

To add the address 0.0FH contents to the addresses 0.40H through 0.4FH contents, and store the result in address 0.0FH:

$$(0.0FH) \leftarrow (0.0FH) + (0.40H) + (0.41H) + \dots + (0.4FH)$$

```

MEM00F  MEM    0.0FH
MEM000  MEM    0.00H
        MOV    BANK, #00H     ; Data memory bank 0
        MOV    RPH, #00H     ; General register bank 0
        MOV    RPL, #00H     ; General register row address 0
        MOV    IXH, #00H     ; IX ← 00001000000B (0.40H)
        MOV    IXM, #04H
        MOV    IXL, #00H

LOOP1:
        SET1  IXE             ; IXE flag ← 1
        ADD  MEM00F, MEM000
        CLR1  IXE             ; IXE flag ← 0
        INC  IX               ; IX ← IX + 1
        SKE  IXL, #0
        JMP  LOOP1
    
```

Example 4

To add the 12-bit contents for addresses 0.40H through 0.42H to the 12-bit contents for addresses 0.0DH through 0.0FH, and store the result in 12-bit contents for addresses 0.0DH through 0.0FH:

```

(0.0DH) ← (0.0DH) + (0.40H)
(0.0EH) ← (0.0EH) + (0.41H) + CY
(0.0FH) ← (0.0FH) + (0.42H) + CY
MEM000 MEM 0.00H
MEM001 MEM 0.01H
MEM002 MEM 0.02H
MEM00D MEM 0.0DH
MEM00E MEM 0.0EH
MEM00F MEM 0.0FH
MOV BANK, #00H ; Data memory bank 0
MOV RPH, #00H ; General register bank 0
MOV RPL, #00H ; General register row address 0
MOV IXH, #00H ; IX 00001000000 (0.40H)
MOV IXM, #04H
MOV IXL, #00H
SET1 IXE ; IXE flag ← 1
ADD MEM00D, MEM000 ; (0.0DH) ← (0.0DH) + (0.40H) ; Low-order nibble
ADDC MEM00E, MEM001 ; (0.0EH) ← (0.0EH) + (0.41H)
ADDC MEM00F, MEM002 ; (0.0FH) ← (0.0FH) + (0.42H) ; High-order nibble

```

(4) ADDC m, #n4

Add immediate data to data memory with carry flag

<1> OP code



<2> Function

When CMP = 0, (m) ← (m) + n4 + CY

Adds immediate data to the data memory contents with carry flag (CY), and stores the result in data memory.

When CMP = 1, (m) + n4 + CY

The result is not stored in the data memory, and carry flag CY and zero flag Z are changed, according to the result.

Sets carry flag CY, if a carry occurs as a result of the addition. Resets the carry flag, if no carry occurs. If the addition result is other than zero, zero flag Z is reset, regardless of compare flag CMP. If the result is zero with the compare flag reset (CMP = 0), the zero flag Z is set. If the result is zero with the compare flag set (CMP = 1), the zero flag Z is not changed. Addition can be executed in binary or BCD. The BCD flag for PSWORD specifies which kind of addition is to be executed.

<3> **Example 1**

To add 5 to the 12-bit contents for addresses 0.0DH through 0.0FH, and store the result in addresses 0.0DH through 0.0FH;

```

(0.0FH) ← (0.0FH) + 05H
(0.0EH) ← (0.0EH) + CY
(0.0DH) ← (0.0DH) + CY
MEM00D MEM 0.0DH
MEM00E MEM 0.0EH
MEM00F MEM 0.0FH
MOV BANK, #00H ; Data memory bank 0
ADD MEM00F, #05H
ADDC MEM00E, #00H
ADDC MEM00D, #00H
    
```

Example 2

To add 5 to the 12-bit contents for addresses 0.4DH through 0.4FH and store the result in addresses 0.4DH through 0.4FH:

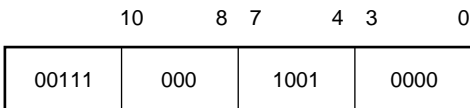
```

(0.4FH) ← (0.4FH) + 05H
(0.4EH) ← (0.4EH) + CY
(0.4DH) ← (0.4DH) + CY
MEM00D MEM 0.0DH
MEM00E MEM 0.0EH
MEM00F MEM 0.0FH
MOV BANK, #00H ; Data memory bank 0
MOV IXH, #00H ; IX ← 00001000000B (0.40H)
MOV IXM, #04H
MOV IXL, #00H
SET1 IXE ; IXE flag ← 1
ADD MEM00F, #5 ; (0.4FH) ← (0.4FH) + 5H
ADDC MEM00E, #0 ; (0.4EH) ← (0.4EH) + CY
ADDC MEM00D, #0 ; (0.4DH) ← (0.4DH) + CY
    
```

(5) INC AR

Increment address register

<1> **OP code**



<2> **Function**

AR ← AR + 1
 Increments the address register AR contents.

<3> Example 1

To add 1 to the 16-bit contents for AR3 through AR0 (address registers) in the system register and store the result in AR3 through AR0:

```
AR0 ← AR0 + 1
AR1 ← AR1 + CY
AR2 ← AR2 + CY
AR3 ← AR3 + CY
INC AR
```

This program can be rewritten as follows, with addition instructions:

```
ADD  AR0, #01H
ADDC AR1, #00H
ADDC AR2, #00H
ADDC AR3, #00H
```

Example 2

To transfer table data, 16 bits (1 address) at a time, to DBF (data buffer), using the table reference instruction (for details, refer to **10.2.3 Table Reference**):

```

; Address      Table data
★          ORG      10H
           DW      0F3FFH
           DW      0A123H
           DW      0FFF1H
           DW      0FFF5H
           DW      0FF11H
           :
           :
           :
           MOV     AR3, #0H           ; Table data address
           MOV     AR2, #0H           ; 0010H in address register
           MOV     AR1, #1H           ;
           MOV     AR0, #0H
LOOP:
★          MOVT    DBF, @AR           ; Reads table data to DBF
           :
           :
           :                       ; Table data reference processing
           :
           INC     AR                 ; Increments address register by 1
           BR     LOOP

```

<4> Caution

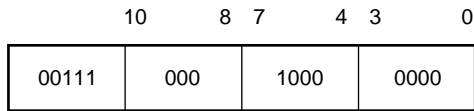
The numbers of bits, for address registers AR3 through AR0, differ, depending on the microcontroller model to be used.

- μ PD17134A/17135A : 10 bits
- μ PD17136A/17137A/17P136A/17P137A: 11 bits

(6) INC IX

Increment index register

<1> OP code



<2> Function

$$IX \leftarrow IX + 1$$

Increments the index register IX contents.

<3> Example 1

To add 1 to the 12-bit contents for IXH, IXM, and IXL (index registers) in the system register and store the result in IXH, IXM, and IXL;

```
IXL ← IXL + 1
IXM ← IXM + CY
IXH ← IXH + CY
INC IX
```

This program can be rewritten as follows, with addition instructions:

```
ADD   IXL, #01H
ADDC  IXM, #00H
ADDC  IXH, #00H
```

Example 2

To clear all the contents for data memory addresses 0.00H through 0.73H, using the index register:

```
★      MEM000  MEM0.00H
      MOV     IXH, #00H      ; Sets index register contents in 00H in bank 0
      MOV     IXM, #00H      ;
      MOV     IXL, #00H

RAM clear:
      SET1    IXE            ; IXE flag ← 1
      MOV     MEM000, #00H   ; Writes 0 to data memory indicated by index register
      CLR1    IXE            ; IXE flag ← 0
      INC     IX

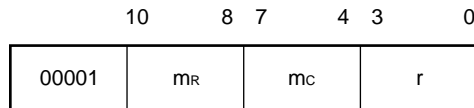
      SET2    CMP, Z         ; CMP flag ← 1, Z flag ← 1
      SUB     IXL, #03H      ; Checks whether index register contents
      SUBC    IXM, #07H      ; are 73H in bank 0
      SUBC    IXH, #00H      ;
      SKT1    Z              ; Loops until contents of index register becomes
      BR     RAM clear      ; 73H of bank 0
```

19.5.2 Subtraction Instructions

(1) SUB r, m

Subtract data memory from general register

<1> OP code



<2> Function

When CMP = 0, $(r) \leftarrow (r) - (m)$

Subtracts the data memory contents from the general register contents, and stores the result in general register.

When CMP = 1, $(r) - (m)$

The result is not stored in the register. Carry flag CY and zero flag Z are changed, according to the result.

Sets carry flag CY, if a borrow occurs as a result of the subtraction. Resets the carry flag, if no borrow occurs. If the subtraction result is other than zero, zero flag Z is reset, regardless of compare flag CMP. If the result is zero with the compare flag reset (CMP = 0), the zero flag Z is set. If the result is zero with the compare flag set (CMP = 1), the zero flag Z is not changed. Subtraction can be executed in binary 4 bits or BCD. The BCD flag for PSWORD specifies which kind of subtraction is to be executed.

<3> Example 1

To subtract the address 0.2FH contents from the address 0.03H contents, store the result in address 0.03H, when row address 0 (0.00H–0.0FH) in bank 0 is specified as a general register (RPH = 0, RPL = 0):

```

(0.03H) ← (0.03H) + (0.2FH)
MEM003 MEM 0.03H
MEM02F MEM 0.2FH
SUB MEM003, MEM02F
    
```

Example 2

To subtract the address 0.2FH contents from the address 0.23H contents, when row address 2 (0.20H–0.2FH) in bank 0 is specified as the general register (RPH = 0, RPL = 4), and store the result in address 0.23H:

```

(0.23H) ← (0.23H) - (0.2FH)
MEM023 MEM 0.23H
MEM02F MEM 0.2FH
MOV BANK, #00H ; Data memory bank 0
MOV RPH, #00H ; General register bank 0
MOV RPL, #04H ; General register row address 2
SUB MEM023, MEM02F
    
```

Example 3

To subtract the address 0.6FH contents from the address 0.03H contents and store result in address 0.03H. At this time, data memory address 0.6FH can be specified by selecting data memory address 2FH, if IXE = 1, IXH = 0, IXM = 4, and IXL = 0, i.e., IX = 0.40H.

$$(0.03H) \leftarrow (0.03H) + (0.6FH)$$

```
MEM003 MEM 0.03H
MEM02F MEM 0.2FH
      MOV BANK, #00H      ; Data memory bank 0
      MOV RPH, #00H      ; General register bank 0
      MOV RPL, #00H      ; General register row address 0
      MOV IXH, #00H      ; IX ← 00001000000B (0.40H)
      MOV IXM, #04H      ;
      MOV IXL, #00H      ;
      SET1 IXE           ; IXE flag ← 1
      SUB MEM003, MEM02F ; IX 00001000000B (0.40H)
                          ; Bank operand OR ) 00000101111B (0.2FH)
                          ; Specified address 00001101111B (0.6FH)
```

Example 4

To subtract the address 0.3FH contents from the address 0.03H contents and store result in address 0.03H. At this time, data memory address 0.3FH can be specified by selecting data memory address 2FH, if IXE = 1, IXH = 0, IXM = 1, and IXL = 0, i.e., IX = 0.10H.

$$(0.03H) \leftarrow (0.03H) + (0.3FH)$$

```
MEM003 MEM 0.03H
MEM02F MEM 0.2FH
      MOV BANK #00H      ; Data memory bank 0
      MOV RPH, #00H      ; General register bank 0
      MOV RPL, #00H      ; General register row address 0
      MOV IXH, #00H      ; IX ← 00000010000B (0.10H)
      MOV IXM, #01H      ;
      MOV IXL, #00H      ;
      SET1 IXE           ; IXE flag ← 1
      SUB MEM003, MEM02F ; IX 00000010000B (0.10H)
                          ; Bank operand OR ) 00000101111B (0.2FH)
                          ; Specified address 00000111111B (0.3FH)
```

<4> Caution

The first operand for the SUB r, m instruction is a general register address. Therefore, if the instruction is described as follows, the general register address is 03H:

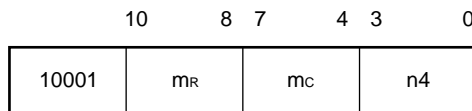
```
MEM013 MEM 0.13H
MEM02F MEM 0.2FH
★      MOV RPH, #00H      ; General register bank 0
      MOV RPL, #00H      ; General register row address 0
      SUB MEM013, MEM02F
          └── Specify general register in 00H–0FH range
              (set register pointer row address other than 1).
```

When the CMP flag = 1, the subtraction result is not stored.
 When the BCD flag = 1, the decimal subtraction result is stored.

(2) SUB m, #n4

Subtract immediate data from data memory

<1> OP code



<2> Function

When CMP = 0, $(m) \leftarrow (m) - n4$

Subtracts immediate data from the data memory contents, and stores the result in data memory.

When CMP = 1, $(m) - n4$

The result is not stored in data memory. Carry flag CY and zero flag Z are changed, according to the result.

Sets carry flag CY, if a borrow occurs as a result of the subtraction. Resets the carry flag, if no borrow occurs. If the subtraction result is other than zero, zero flag Z is reset, regardless of compare flag CMP. If the result is zero with the compare flag reset (CMP = 0), the zero flag Z is set. If the result is zero with the compare flag set (CMP = 1), the zero flag Z is not changed. Subtraction can be executed in binary 4 bits or BCD. The BCD flag for PSWORD specifies which kind of subtraction is to be executed.

<3> Example 1

To subtract 5 from the address 0.2FH contents, and store the result in address 0.2FH:

```
(0.2FH) ← (0.2FH) - 5
MEM02F MEM 0.2FH
      SUB MEM02F, #05H
```

Example 2

To subtract 5 from the address 0.6FH contents and store the result in address 0.6FH. At this time, data memory address 0.6FH can be specified by selecting data memory address 2FH, if IXE = 1, IXH = 0, IXM = 4, and IXL = 0, i.e., IX = 0.40H.

$$(0.6FH) \leftarrow (0.6FH) - 5$$

└── Address obtained as a result of ORing index register contents, 0.40H, and data memory address 0.2FH

```
MEM02F MEM 0.2FH
MOV BANK, #00H ; Data memory bank 0
MOV IXH, #00H ; IX ← 00001000000B (0.40H)
MOV IXM, #04H ;
MOV IXL, #00H ;
SET1 IXE ; IXE flag ← 1
SUB MEM02F, #05H ; IX 00001000000B (0.40H)
; Bank operand OR ) 00000101111B (0.2FH)
; Specified address 00001101111B (0.6FH)
```

Example 3

To subtract 5 from the address 0.2FH contents and store the result in address 0.2FH. At this time, data memory address 0.2FH can be specified by selecting data memory address 2FH, if IXE = 1, IXH = 0, IXM = 0, and IXL = 0, i.e., IX = 0.00H.

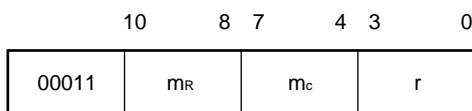
$$(0.2FH) \leftarrow (0.2FH) - 5$$

└── Address obtained as a result of ORing index register contents, 0.00H, and data memory address 0.2FH

```
MEM02F MEM 0.2FH
MOV BANK0, #00H ; Data memory bank 0
MOV IXH, #00H ; IX ← 00000000000B (0.00H)
MOV IXM, #00H ;
MOV IXL, #00H ;
SET1 IXE ; IXE flag ← 1
SUB MEM02F, #05H ; IX 00000000000B (0.00H)
; Bank operand OR ) 00000101111B (0.2FH)
; Specified address 00000101111B (0.2FH)
```

(3) SUBC r, m **Subtract data memory from general register with carry flag**

<1> OP code



<2> **Function**

When $CMP = 0$, $(r) \leftarrow (r) - (m) - CY$

Subtracts the data memory contents from the general register contents with carry flag CY . Stores the result in general register. By using this $SUBC$ instruction, 2 or more words can be easily subtracted.

When $CMP = 1$, $(r) - (m) - CY$

The result is not stored in the register. Carry flag CY and zero flag Z are changed, according to the result.

Sets carry flag CY , if a borrow occurs as a result of the subtraction. Resets the carry flag, if no borrow occurs.

If the subtraction result is other than zero, zero flag Z is reset, regardless of compare flag CMP .

If the result is zero with the compare flag reset ($CMP = 0$), the zero flag Z is set.

If the result is zero with the compare flag set ($CMP = 1$), the zero flag Z is not changed.

Subtraction can be executed in binary 4 bits or BCD. The BCD flag for $PSWORD$ specifies which kind of subtraction is to be executed.

<3> **Example 1**

To subtract the 12-bit contents for addresses 0.2DH through 0.2FH from the 12-bit contents for addresses 0.0DH through 0.0FH and store the result in 12 bits for addresses 0.0DH through 0.0FH, when row address 0 (0.00H–0.0FH) in bank 0 is specified as a general register:

$$\begin{aligned} (0.0FH) &\leftarrow (0.0FH) - (0.2FH) \\ (0.0EH) &\leftarrow (0.0EH) - (0.2EH) - CY \\ (0.0DH) &\leftarrow (0.0DH) + (0.2DH) - CY \end{aligned}$$

MEM00D	MEM	0.0DH	
MEM00E	MEM	0.0EH	
MEM00F	MEM	0.0FH	
MEM02D	MEM	0.2DH	
MEM02E	MEM	0.2EH	
MEM02F	MEM	0.2FH	
	SUB	MEM00F, MEM02F	; Low-order nibble
	SUBC	MEM00E, MEM02E	
	SUBC	MEM00D, MEM02D	; High-order nibble

Example 2

To subtract the 12-bit contents for addresses 0.40H through 0.42H from the 12-bit contents for addresses 0.0DH through 0.0FH, and store the result in 12 bits for addresses 0.0DH through 0.0FH:

$$(0.0DH) \leftarrow (0.0DH) - (0.40H)$$

$$(0.0EH) \leftarrow (0.0EH) - (0.41H) - CY$$

$$(0.0FH) \leftarrow (0.0FH) + (0.42H) - CY$$

```
MEM000 MEM 0.00H
MEM001 MEM 0.01H
MEM002 MEM 0.02H
MEM00D MEM 0.0DH
MEM00E MEM 0.0EH
MEM00F MEM 0.0FH
MOV BANK, #00H ; Data memory bank 0
MOV RPH, #00H ; General register bank 0
MOV RPL, #00H ; General register row address 0
MOV IXH, #00H ; IX ← 00001000000B (0.40H)
MOV IXM, #04H ;
MOV IXL, #00H ;
SET1 IXE ; IXE flag ← 1
SUB MEM00D, MEM000 ; (0.0DH) ← (0.0DH) - (0.40H)
SUBC MEM00E, MEM001 ; (0.0EH) ← (0.0EH) - (0.41H)
SUBC MEM00F, MEM002 ; (0.0FH) ← (0.0FH) - (0.42H)
```

(4) SUBC m, #n4

Subtract immediate data from data memory with carry flag

<1> OP code



<2> Function

When CMP = 0, $(m) \leftarrow (m) - n4 - CY$

Subtracts immediate data from the data memory contents with carry flag CY, and stores the result in data memory.

When CMP = 1, $(m) - n4 - CY$

The result is not stored in the register. Carry flag CY and zero flag Z are changed, according to the result.

Sets carry flag CY, if a borrow occurs as a result of the subtraction. Resets the carry flag, if no borrow occurs. If the subtraction result is other than zero, zero flag Z is reset, regardless of compare flag CMP.

If the result is zero with the compare flag reset (CMP = 0), the zero flag Z is set.

If the result is zero with the compare flag set (CMP = 1), the zero flag Z is not changed.

Subtraction can be executed in binary or BCD. The BCD flag for PSWORD specifies which kind of subtraction is to be executed.

<3> Example 1

To subtract 5 from the 12-bit contents for addresses 0.0DH through 0.0FH and store the result in 12 bits for addresses 0.0DH through 0.0FH:

```

(0.0FH) ← (0.0FH) – 05H
(0.0EH) ← (0.0EH) – CY
(0.0DH) ← (0.0DH) – CY
MEM00D MEM 0.0DH
MEM00E MEM 0.0EH
MEM00F MEM 0.0FH
SUB MEM00F, #05H
SUBC MEM00E, #00H
SUBC MEM00D, #00H

```

Example 2

To subtract 5 from the 12-bit contents for addresses 0.4DH through 0.4FH and store the result in addresses 0.4DH through 0.4FH:

```

(0.4FH) ← (0.4FH) – 05H
(0.4EH) ← (0.4EH) – CY
(0.4DH) ← (0.4DH) – CY
MEM00D MEM 0.0DH
MEM00E MEM 0.0EH
MEM00F MEM 0.0FH
MOV BANK, #00H ; Data memory bank 0
MOV IXH, #00H ; IX ← 00001000000B (0.40H)
MOV IXM, #04H ;
MOV IXL, #00H ;
SET1 IXE ; IXE flag ← 1
SUB MEM00F, #5 ; (0.4FH) ← (0.4FH) – 5
SUBC MEM00E, #0 ; (0.4EH) ← (0.4EH) – CY
SUBC MEM00D, #0 ; (0.4DH) ← (0.4DH) – CY

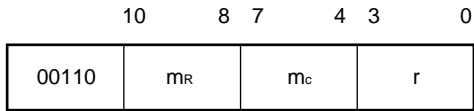
```

19.5.3 Logical Operation Instructions

(1) OR r, m

OR between general register and data memory

<1> OP code



<2> Function

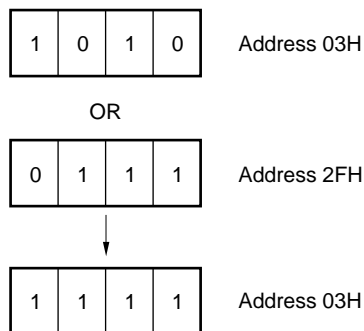
$$(r) \leftarrow (r) \vee (m)$$

ORs the general register contents with data memory. Stores the result in general register.

<3> Example 1

To OR the address 0.03H contents (1010B) and the address 0.2FH contents (0111B) and store the result (1111B) in address 0.03H:

$$(0.03H) \leftarrow (0.03H) \vee (0.2FH)$$

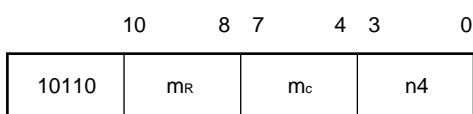


```
MEM003 MEM 0.03H
MEM02F MEM 0.2FH
      MOV MEM003, #1010B
      MOV MEM02F, #0111B
      OR  MEM003, MEM02F
```

(2) OR m, #n4

OR between data memory and immediate data

<1> OP code



<2> **Function**

$$(m) \leftarrow (m) \vee n4$$

ORs the data memory contents and immediate data. Stores the result in data memory.

<3> **Example 1**

To set bit 3 (MSB) for address 0.03H:

$$(0.03H) \leftarrow (0.03H) \vee 1000B$$

Address 0.03H



```
MEM003 MEM 0.03H
      OR  MEM003, #1000B
```

Example 2

To set all the bits for address 0.03H:

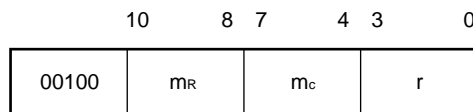
```
MEM003 MEM 0.03H
      OR  MEM003, #1111B
```

```
or,
MEM003 MEM 0.03H
      MOV MEM003, #0FH
```

(3) AND r, m

AND between general register and data memory

<1> **OP code**



<2> **Function**

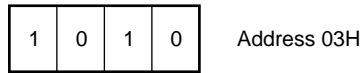
$$(r) \leftarrow (r) \wedge (m)$$

ANDs the general register contents with data memory and stores the result in general register.

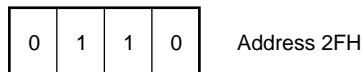
<3> Example

To AND the address 0.03H (1010B) contents and the address 0.2FH (0110B) contents. To store the result (0010B) in address 0.03H:

$$(0.03H) \leftarrow (0.03H) \wedge (0.2FH)$$



AND

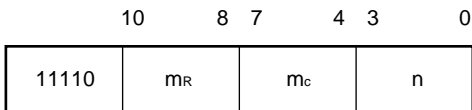


```
MEM003  MEM  0.03H
MEM02F  MEM  0.2FH
        MOV  MEM003, #1010B
        MOV  MEM02F, #0110B
        AND  MEM003, MEM02F
```

(4) AND m, #n4

AND between data memory and immediate data

<1> OP code



<2> Function

$$(m) \leftarrow (m) \wedge n4$$

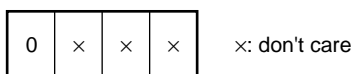
ANDs the data memory contents and immediate data. Stores the result in data memory.

<3> Example 1

To reset bit 3 (MSB) for address 0.03H:

$$(0.03H) \leftarrow (0.03H) \wedge 0111B$$

Address 0.03H



```
MEM003  MEM  0.03H
        AND  MEM003, #0111B
```

Example 2

To reset all the bits for address 0.03H:

```
MEM003 MEM 0.03H
      AND MEM003, #0000B
or,
MEM003 MEM 0.03H
      MOV MEM003, #00H
```

(5) XOR r, m

Exclusive OR between general register and data memory

<1> OP code



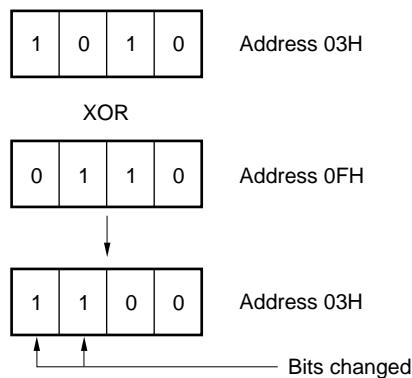
<2> Function

$$(r) \leftarrow (r) \vee (m)$$

Exclusive-ORs the general register contents with data memory. Stores the result in general register.

<3> Example 1

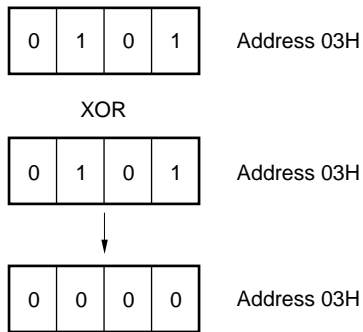
To compare the address 0.03H contents and the address 0.0FH contents. If different bits are found, set and store them in address 0.03H. If all the bits in address 0.03H are reset (i.e., the address 0.03H contents are the same as those for address 0.0FH), jumps to LBL1; otherwise, jumps to LBL2. This example is for processing to compare the status of an alternate switch (address 0.03H contents) with the internal status (address 0.0FH contents) and to branch to another processing, if the switch status changes.



```
MEM003 MEM 0.03H
MEM00F MEM 0.0FH
      XOR MEM003, MEM00F
      SKNE MEM003, #00H
      BR LBL1
      BR LBL2
```

Example 2

To clear the address 0.03H contents:



MEM003 MEM 0.03H
 XOR MEM003, MEM003

(6) XOR m, #n4

Exclusive OR between data memory and immediate data

<1> OP code



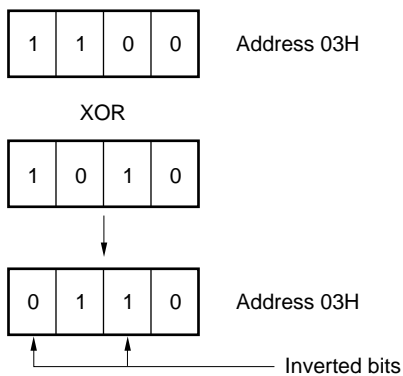
<2> Function

$$(m) \leftarrow (m) \vee n4$$

Exclusive-ORs the data memory contents and immediate data. Stores the result in data memory.

<3> Example

To invert bits 1 and 3 in address 0.03H and store the result in address 03H:



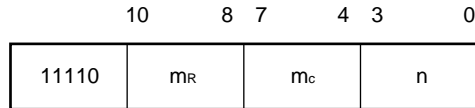
MEM003 MEM 0.03H
 XOR MEM003, #1010B

19.5.4 Judgment Instructions

(1) SKT m, #n

Skip next instruction if data memory bits are true

<1> OP code



★

<2> Function

CMP ← 0, if (m) ^ n = n, then skip

Skips the next one instruction, if the result of ANDing the data memory contents and immediate data is equal to n. (Executes as NOP instruction)

<3> Example 1

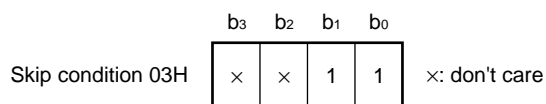
To jump to AAA, if bit 0 in address 03H is 1; if it is 0, jumps to BBB:

```
SKT 03H, #0001B
BR   BBB
BR   AAA
```

Example 2

To skip the next instruction, if both bits 0 and 1 in address 03H are 1.

```
SKT 03H, #0011B
```



Example 3

The results of executing the following two instructions are the same:

```
SKT 13H, #1111B
SKE 13H, #0FH
```

(2) SKF m, #n

Skip next instruction if data memory bits are false

<1> OP code



★ <2> **Function**

$CMP \leftarrow 0$, if $(m) \wedge n = 0$, then skip

Skips the next one instruction, if the result of ANDing the data memory contents and immediate data is 0 (Executes as NOP instruction).

<3> **Example 1**

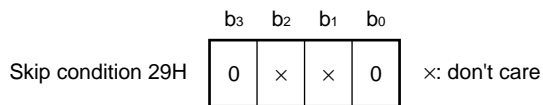
To store immediate data 00H to address 0FH in the data memory, if bit 2 in address 13H is 0; if it is 1, jumps to ABC:

```
MEM013  MEM    0.13H
MEM00F  MEM    0.0FH
        SKF    MEM013, #0100B
        BR     ABC
        MOV    MEM00F, #00H
```

Example 2

To skip the next instruction, if both bits 3 and 0 in address 29H are 0.

```
SKF     29H, #1001B
```



Example 3

The results of executing the following two instructions are the same:

```
SKF     34H, #1111B
SKE     34H, #00H
```

19.5.5 Comparison Instructions

(1) **SKE m, #n4**

Skip if data memory equal to immediate data

<1> **OP code**



<2> **Function**

(m) –n4, skip if zero

Skips the next one instruction, if the data memory contents are equal to the immediate data value (Executes as NOP instruction).

<3> **Example**

To transfer 0FH to address 24H, if the address 24H contents are 0; if not, jumps to OPE1:

```
MEM024    MEM    0.24H
           SKE    MEM024, #00H
           BR     OPE1
           MOV    MEM024, #0FH
OPE1      :
```

(2) **SKNE m, #n4**

Skip if data memory not equal to immediate data

<1> **OP code**



<2> **Function**

(m) –n4, skip if not zero

Skips the next one instruction, if the data memory contents are not equal to the immediate data value (Executes as NOP instruction).

<3> Example

To jump to XYZ, if the address 1FH contents are 1 and the address 1EH contents are 3; otherwise, jump to ABC.

To compare 8-bit data, this instruction is used in the following combination:



```
MEM01E    MEM    0.1EH
MEM01F    MEM    0.1FH
          SKNE   MEM01F, #01H
          SKE    MEM01E, #03H
          BR     ABC
          BR     XYZ
```

The above program can be rewritten as follows, using compare and zero flags:

```
MEM01E    MEM    0.1EH
MEM01F    MEM    0.1FH
          SET2   CMP, Z           ; CMP flag ← 1, Z flag ← 1
          SUB    MEM01F, #01H
          SUBC   MEM01E, #03H
          SKT1   Z
          BR     ABC
          BR     XYZ
```

(3) SKGE m, #n4 Skip if data memory greater than or equal to immediate data

<1> OP code



★ <2> Function

(m) -n4, skip if not borrow

Skips the next one instruction, if the data memory contents are greater than or equal to the immediate data value (Executes as NOP instruction).

<3> Example

To execute RET, if 8-bit data stored in addresses 1FH (high-order) and 2FH (low-order) is greater than immediate data '17H'; if not, execute RETSK:

```
MEM01F MEM 0.1FH
MEM02F MEM 0.2FH
        SKGE MEM01F, #1
        RETSK
        SKNE MEM01F, #1
        SKLT MEM02F, #8 ; 7 + 1
        RET
        RETSK
```

(4) SKLT m, #n4

Skip if data memory less than immediate data

<1> OP code



★

<2> Function

(m) –n4, skip if borrow

Skips the next one instruction, if the data memory contents are less than the immediate data value (Executes as NOP instruction).

<3> Example

To store 01H in address 0FH, if the address 10H contents are greater than immediate data '6'; if not, store 02H in address 0FH:

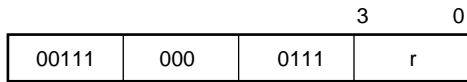
```
MEM00F MEM 0.0FH
MEM010 MEM 0.10H
        MOV MEM00F, #02H
        SKLT MEM010, #06H
        MOV MEM00F, #01H
```

19.5.6 Rotation Instructions

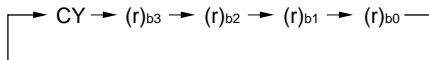
(1) RORC r

Rotate right general register with carry flag

<1> OP code



<2> Function



Rotates the contents of general register indicated by r to right by 1 bit including carry flag.

<3> Example 1

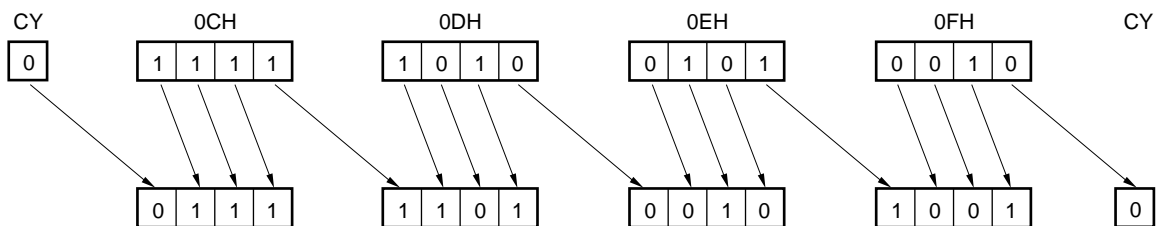
When row address 0 of bank 0 (0.00H – 0.0FH) is specified as general register (RPH = 0, RPL = 0), rotate the value of address 0.00H (1000B) to right by 1 bit to make it 0100B.

$$(0.00H) \leftarrow (0.00H) \div 2$$

```
MEM000    MEM    0.00H
MOV       RPH, #00H ; General register bank 0
MOV       RPL, #00H ; General register row address 0
CLR1     CY          ; CY flag ← 0
RORC     MEM000
```

Example 2

When row address 0 of bank 0 (0.00H – 0.0FH) is specified as general register (RPH = 0, RPL = 0), rotate the data buffer DBF contents 0FA52H to right by 1 bit to make DBF contents 7D29H.



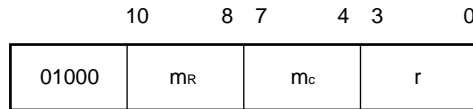
```
MEM00C    MEM    0.0CH
MEM00D    MEM    0.0DH
MEM00E    MEM    0.0EH
MEM00F    MEM    0.0FH
MOV       RPH, #00H ; General register bank 0
MOV       RPL, #00H ; General register row address 0
CLR1     CY          ; CY flag ← 0
RORC     MEM00C
RORC     MEM00D
RORC     MEM00E
RORC     MEM00F
```

19.5.7 Transfer Instructions

(1) LD r, m

Load data memory to general register

<1> OP code



<2> Function

$$(r) \leftarrow (m)$$

Stores the data memory contents to general register.

<3> Example 1

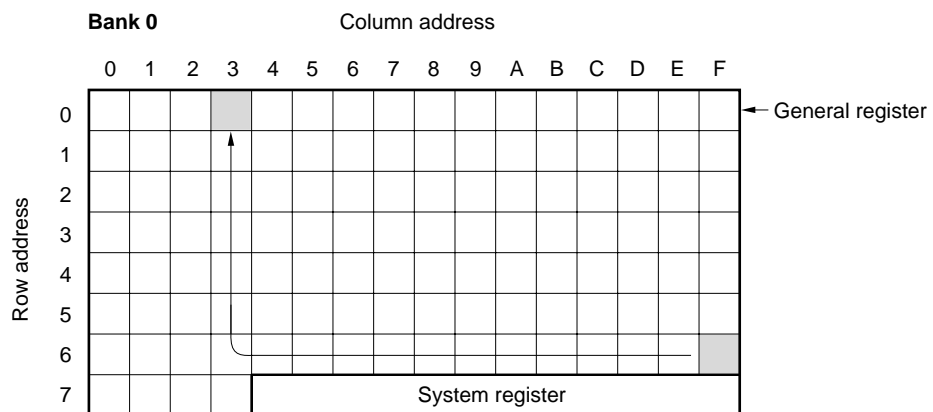
To store the address 0.2FH contents to address 0.03H:

$$(0.03H) \leftarrow (0.2FH)$$

```

MEM003  MEM    0.03H
MEM02F  MEM    0.2FH
MOV     RPH, #00H      ; General register bank 0
MOV     RPL, #00H      ; General register row address 0
LD      MEM003, MEM02F
    
```

★



Example 2

To store the address 0.6FH contents to address 0.03H. At this time, data memory address 0.6FH can be specified by selecting data memory address 2FH, if IXE = 1, IXH = 0, IXM = 4, and IXL = 0, i.e., IX = 0.40H.

IXH ← 00H

IXM ← 04H

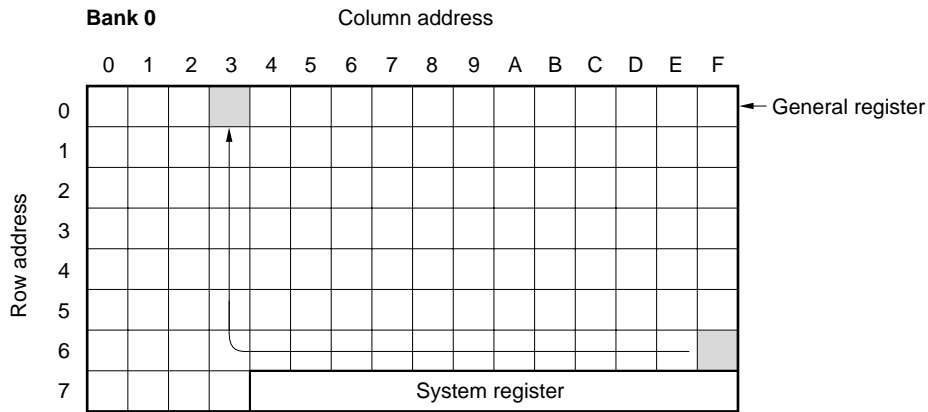
IXL ← 00H

IXE flag ← 1

(0.03H) ← (0.6FH)

└─ Address obtained as result of ORing index register contents, 040H, and data memory contents, 0.2FH

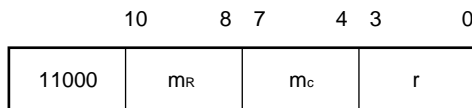
```
MEM003 MEM 0.03H
MEM02F MEM 0.2FH
MOV IXH, #00H ; IX ← 00001000000B (0.40H)
MOV IXM, #04H
MOV IXL, #00H
SET1 IXE ; IXE flag ← 1
LD MEM003, MEM02F
```



(2) ST m, r

Store general register to data memory

<1> OP code



<2> Function

(m) ← (r)

Stores the general register contents to data memory.

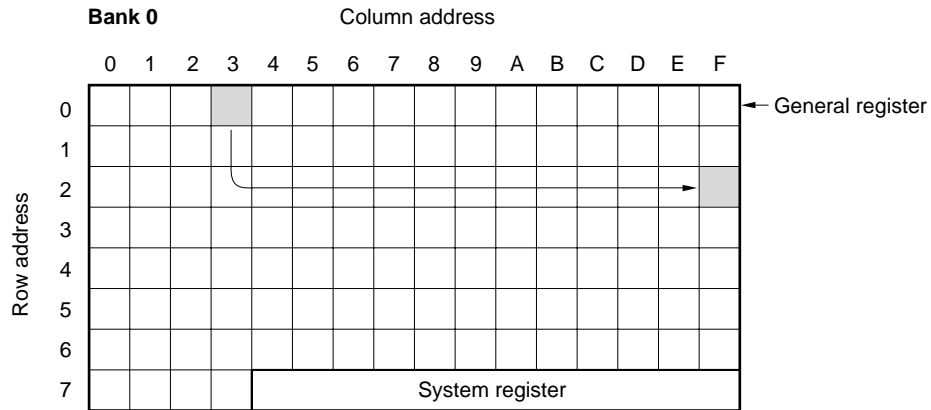
<3> Example 1

To store the address 0.03H contents to address 0.2FH:

(0.2FH) ← (0.03H)

```

★  MOV   RPH, #00H   ; General register bank 0
    MOV   RPL, #00H   ; General register row address 0
    ST    2FH, 03H    ; Transfers general register contents to data memory
  
```



Example 2

To store the address 0.00H contents to addresses 0.18H through 0.1FH. The data memory addresses (18H – 1FH) are specified by the index register.

(0.18H) ← (0.00H)

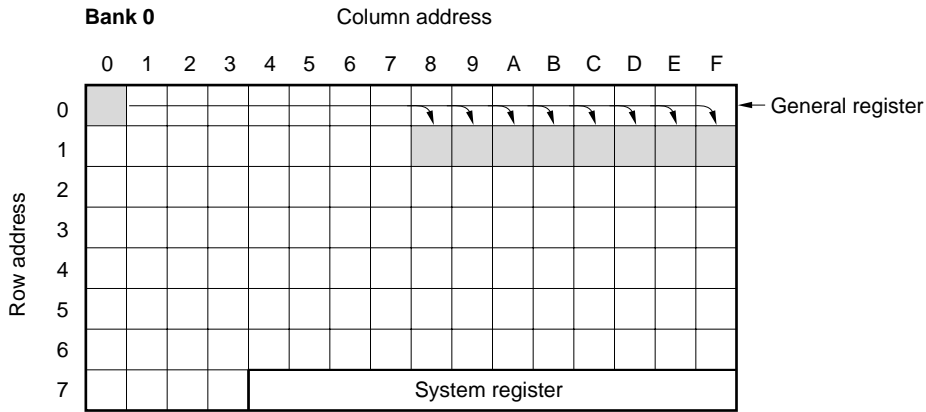
(0.19H) ← (0.00H)

⋮

(0.1FH) ← (0.00H)

```

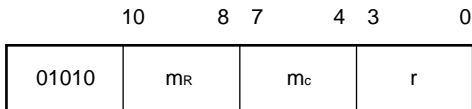
    MOV   IXH, #00H   ; IX ← 000000000000B (0.00H)
    MOV   IXM, #00H
    MOV   IXL, #00H   ; Specifies data memory address 0.00H
MEM018  MEM   0.18H
MEM000  MEM   0.00H
LOOP1:
    SET1  IXE         ; IXE flag ← 1
    ST    MEM018, MEM000 ; (0.1XH) ← (0.00H)
    CLR1  IXE         ; IXE flag ← 0
    INC   IX          ; IX ← IX + 1
    SKGE  IXL, #08H
    BR    LOOP1
  
```

(3) MOV @r, m

Move data memory to destination indirect

<1> OP code



<2> Function

When MPE = 1

$$((MP), (r)) \leftarrow (m)$$

When MPE = 0

$$(BANK, m_R, (r)) \leftarrow (m)$$

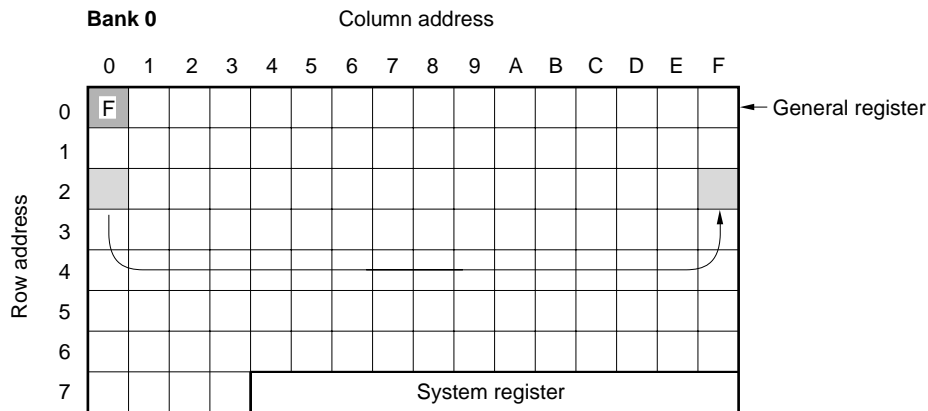
Stores the data memory contents to the data memory addressed by the general register contents. When MPE = 0, transfer is performed in the same row address in the same bank.

<3> Example 1

To store the address 0.20H contents to address 0.2FH with the MPE flag cleared to 0. The transfer destination data memory address is at the same row address as the transfer source, and the column address is specified by the general register contents at address 0.00H.

```

(0.2FH) ← (0.20H)
MEM000 MEM 0.00H
MEM020 MEM 0.20H
CLR1 MPE ; MPE flag ← 0
MOV MEM000, #0FH ; Sets column address in general register
MOV @MEM000, MEM020 ; Store
    
```

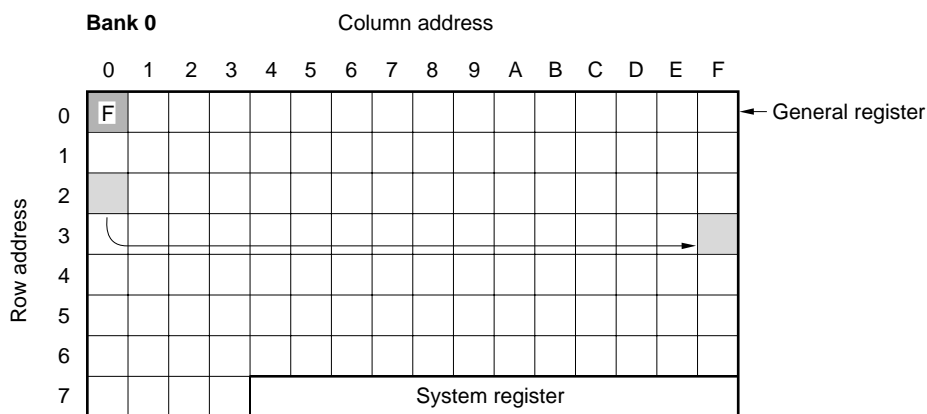


Example 2

To store the address 0.20H contents to address 0.3FH, with the MPE flag set to 1. The row address for the transfer destination data memory address is specified by the memory pointer MP contents. The column address is specified by the general register contents at address 0.00H.

```

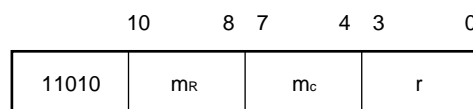
(0.3FH) ← (0.20H)
MEM000 MEM 0.00H
MEM020 MEM 0.20H
MOV RPH, #00H ; General register bank 0
MOV RPL, #00H ; General register row address 0
MOV MEM000, #0FH ; Sets column address in general register
MOV MPH, #00H ; Sets row address in memory pointer
MOV MPL, #03H ;
SET1 MPE ; MPE flag ← 1
MOV @MEM000, MEM020 ; Store
    
```



(4) MOV m, @r

Move data memory to destination indirect

<1> OP code



<2> Function

When MPE = 1

$$(m) \leftarrow (MP, (r))$$

When MPE = 0

$$(m) \leftarrow (\text{BANK}, mR, (r))$$

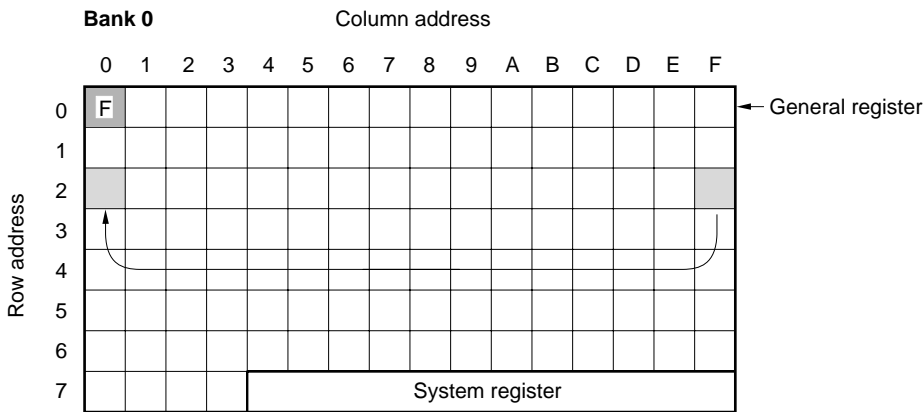
Stores the data memory contents addressed by the general register contents to data memory. When MPE = 0, transfer is performed in the same row address in the same bank.

<3> Example 1

To store the address 0.2FH contents to address 0.20H, with the MPE flag cleared to 0. The transfer destination data memory address is at the same row address as the transfer source. The column address is specified by the general register contents at address 0.00H.

```

(0.20H) ← (0.2FH)
MEM000 MEM 0.00H
MEM020 MEM 0.20H
CLR1 MPE ; MPE flag ← 0
MOV MEM000, #0FH ; Sets column address in general register
MOV MEM020, @MEM000 ; Store
    
```

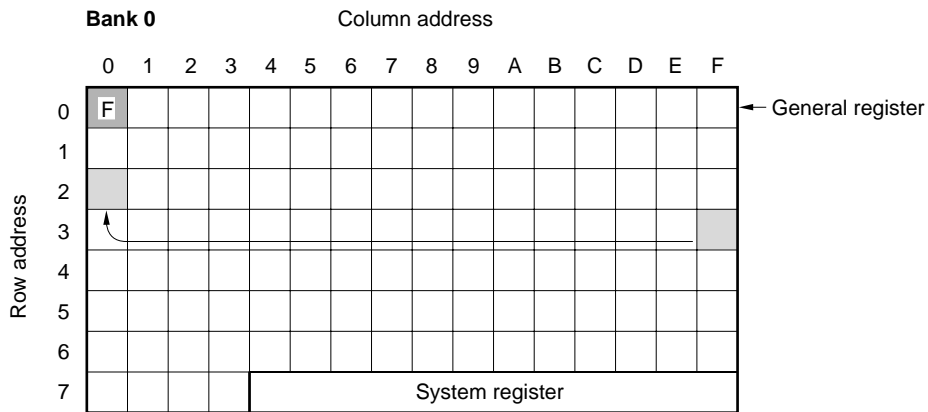


Example 2

To store the address 0.3FH contents to address 0.20H, with the MPE flag set to 1. The row address for the transfer source data memory address is specified by the memory pointer MP contents. The column address is specified by the general register contents at address 0.00H.

```

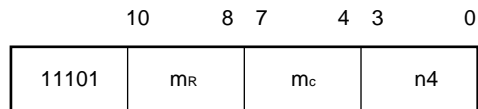
(0.20H) ← (0.3FH)
MEM000 MEM 0.00H
MEM020 MEM 0.20H
MOV MEM000, #0FH ; Sets column address in general register
MOV MPH, #00H ; Sets row address in memory pointer
MOV MPL, #03H ;
SET1 MPE ; MPE flag ← 1
MOV MEM020, @MEM000 ; Store
    
```



(5) **MOV m, #n4**

Move immediate data to data memory

<1> **OP code**



<2> **Function**

(m) ← n4

Stores immediate data to data memory.

<3> **Example 1**

To store immediate data 0AH to data memory address 0.50H:

```

(0.5H) ← 0AH
MEM050 MEM 0.50H
MOV MEM050, #0AH
    
```

Example 2

To store immediate data 07H to address 0.32H, when data memory address 0.00H is specified with IXH = 0, IXM = 3, IXL = 2, and IXE flag = 1:

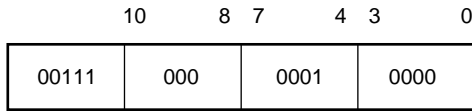
```

(0.32H) ← 07H
MEM000 MEM 0.00H
MOV IXH, #00H           ; IX ← 00000110010B (0.32H)
MOV IXM, #03H
MOV IXL, #02H
SET1 IXE                ; IXE flag ← 1
MOV MEM000, #07H
    
```

(6) MOV_T DBF, @AR

Move program memory data specified by AR to DBF

<1> OP code



<2> Function

SP ← SP – 1, ASR ← PC, PC ← AR,
 DBF ← (PC), PC ← ASR, SP ← SP + 1

★

Stores the program memory contents, addressed by address register AR, to data buffer DBF. Since this instruction temporarily uses one stack level, pay attention to nesting for subroutines and interrupts.

<3> Example

To transfer 16 bits of table data, specified by the values for address registers AR3, AR2, AR1, and AR0 in the system register, to data buffers DBF3, DBF2, DBF1, and DBF0:

```

; *
; ** Table data
; *
ORG    0010H
DW     0000000000000000B    ; (0000H)
DW     1010101111001101B    ; (0ABCDH)
      .
      .
      .
; *
; ** Table reference program
; *
MOV    AR3, #00H            ; AR3 ← 00H Sets 0011H in address register
MOV    AR2, #00H            ; AR2 ← 00H
MOV    AR1, #01H            ; AR1 ← 01H
MOV    AR0, #01H            ; AR0 ← 01H
MOVT DBF, @AR            ; Transfers address 0011H data to DBF
    
```

In this case, the data are stored in DBF, as follows:

- DBF3 = 0AH
- DBF2 = 0BH
- DBF1 = 0CH
- DBF0 = 0DH

(7) PUSH AR

Push address register

<1> OP code

00111	000	1101	0000
-------	-----	------	------

<2> Function

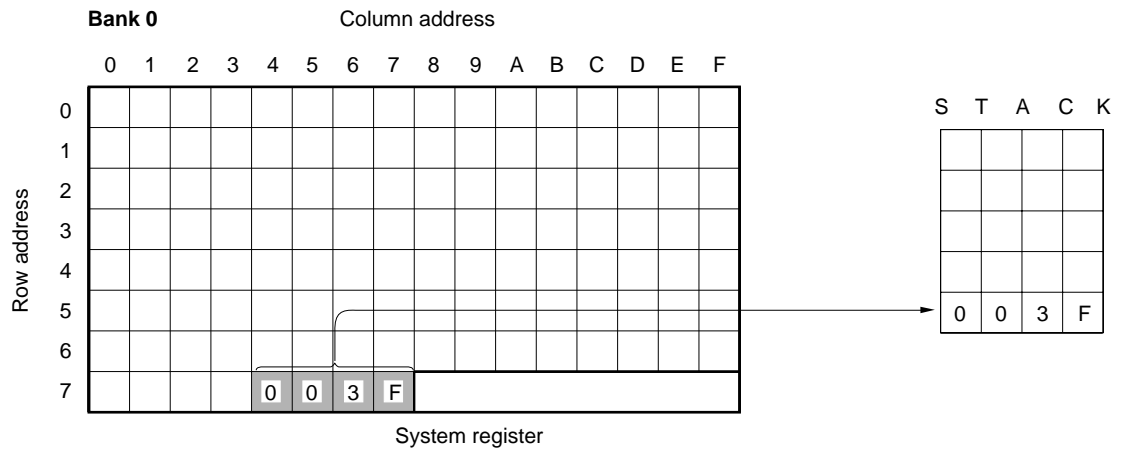
SP ← SP – 1,
ASR ← AR

Decrements stack pointer SP and stores the address register AR value to address stack register specified by stack pointer.

<3> Example 1

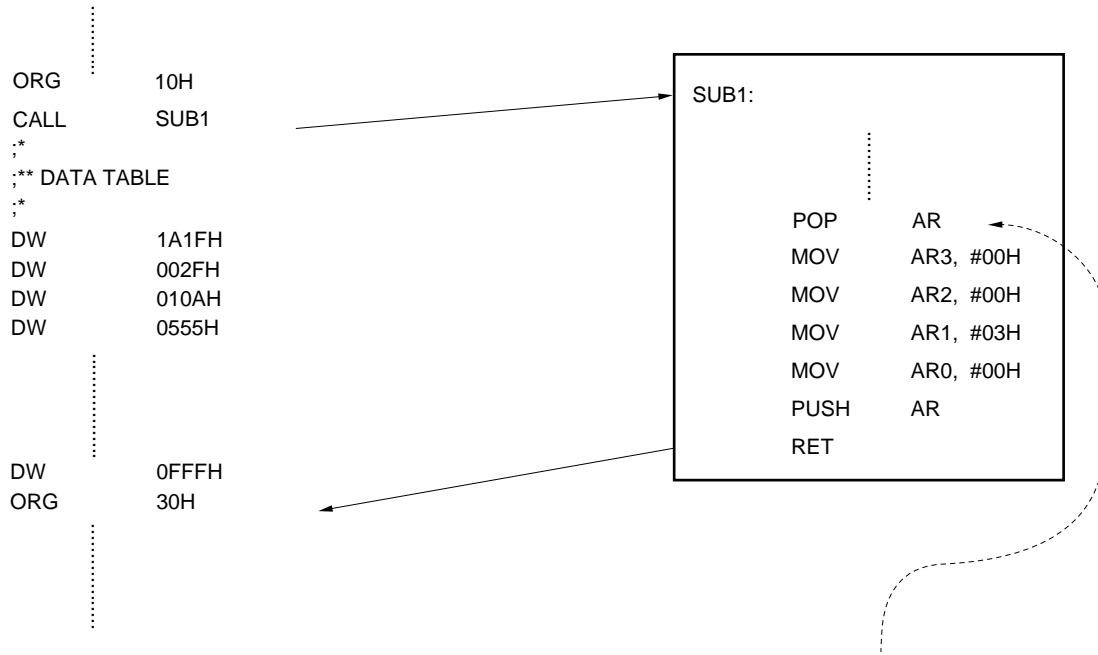
To set 003FH in address register and store it in stack:

```
MOV    AR3, #00H
MOV    AR2, #00H
MOV    AR1, #03H
MOV    AR0, #0FH
PUSH  AR
```



★ **Example 2**

To set the return address (next address of the data table) for a subroutine in the address register. Returns execution, if a data table exists after a subroutine:



If POP instruction is executed at this time, the contents of address register is "0011H" (the next address of CALL instruction).

(8) POP AR

Pop address register

<1> OP code

00111	000	1100	0000
-------	-----	------	------

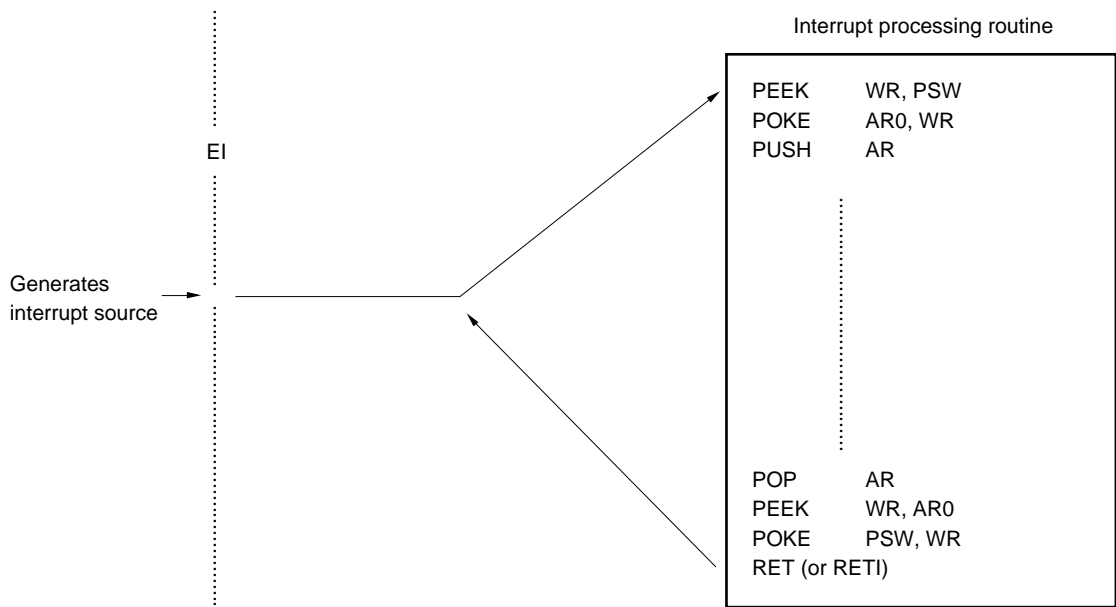
<2> Function

AR ← ASR,
SP ← SP + 1

Pops the contents of address stack register indicated by stack pointer to address register AR and then increments stack pointer SP.

<3> Example

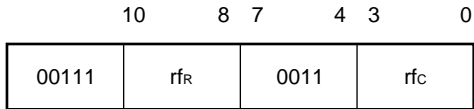
If the PSW contents are changed, while an interrupt processing routine is being executed, the PSW contents are transferred to the address register through WR at the beginning of the interrupt processing and saved to address stack register by the PUSH instruction. Before the execution returns from the interrupt routine, the address register contents are restored through WR to PSW by the POP instruction.



(9) PEEK WR, rf

Peek register file to window register

<1> OP code



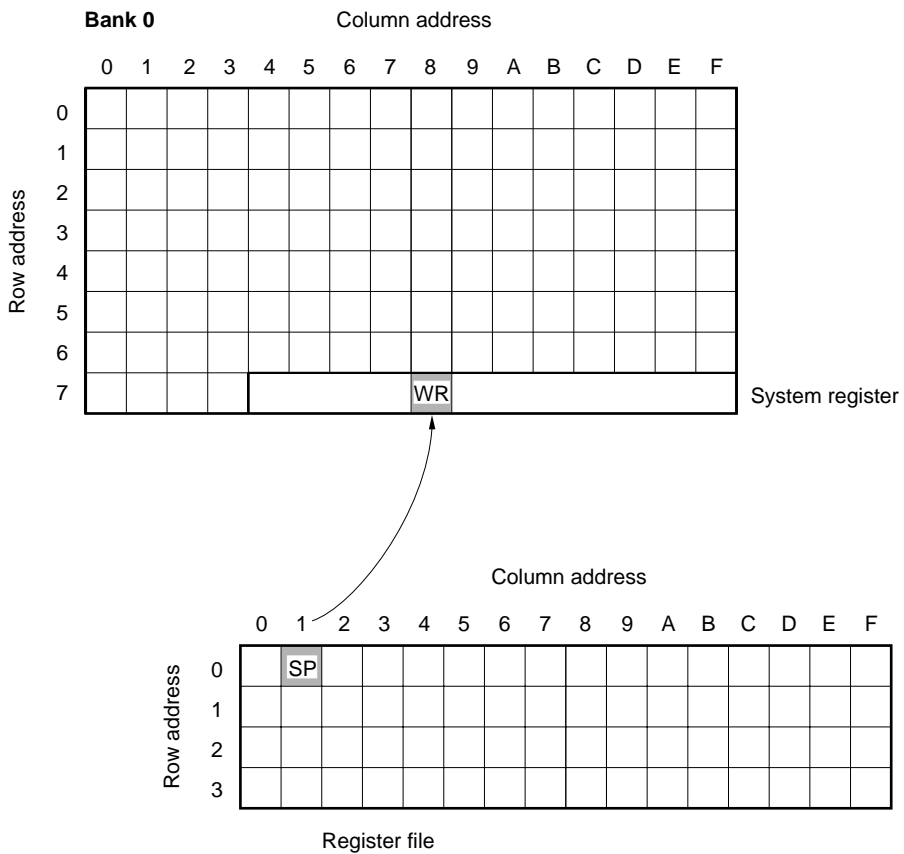
<2> Function

$$WR \leftarrow (rf)$$

Stores the register file contents to window register WR.

<3> Example 1

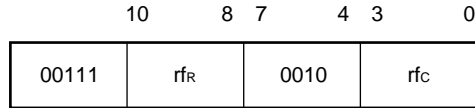
To store the stack pointer SP contents at address 01H in the register file to the window register:
PEEK WR, SP



(10) POKE rf, WR

Poke window register to register file

<1> OP code



<2> Function

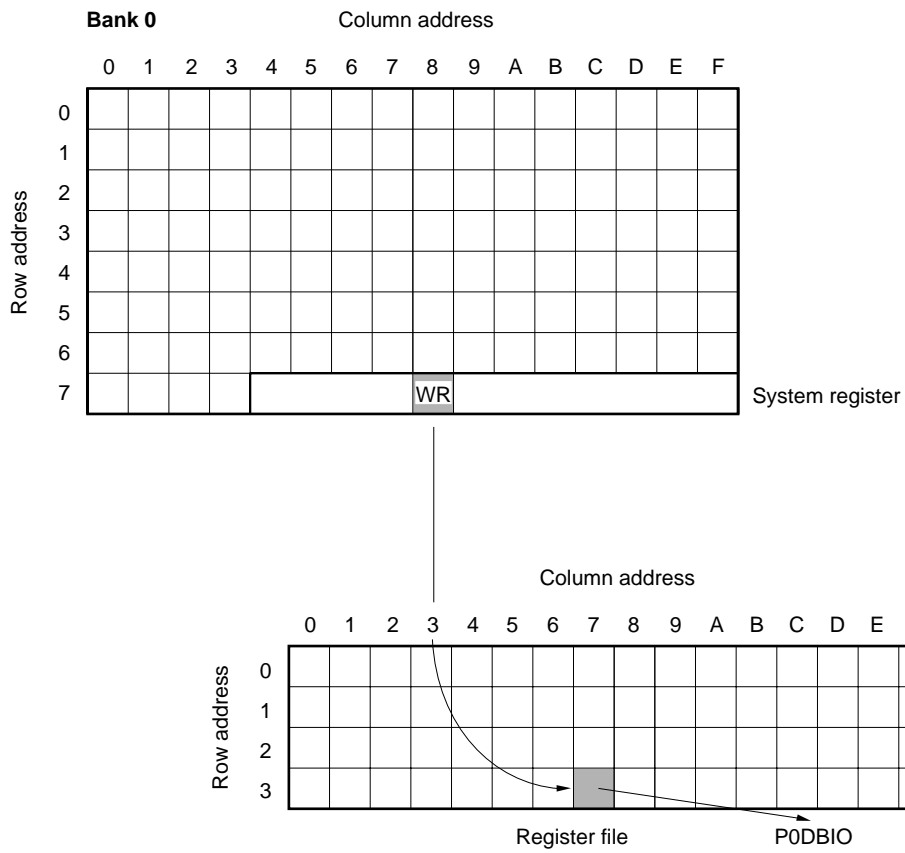
$$(rf) \leftarrow WR$$

Stores the window register WR contents to register file.

<3> Example

To store immediate data 0FH to P0DBIO for the register file through the window register:

```
MOV     WR, #0FH
POKE   P0DBIO, WR    ; Sets all of P0D0, P0D1, P0D2, and P0D3 in output mode
```

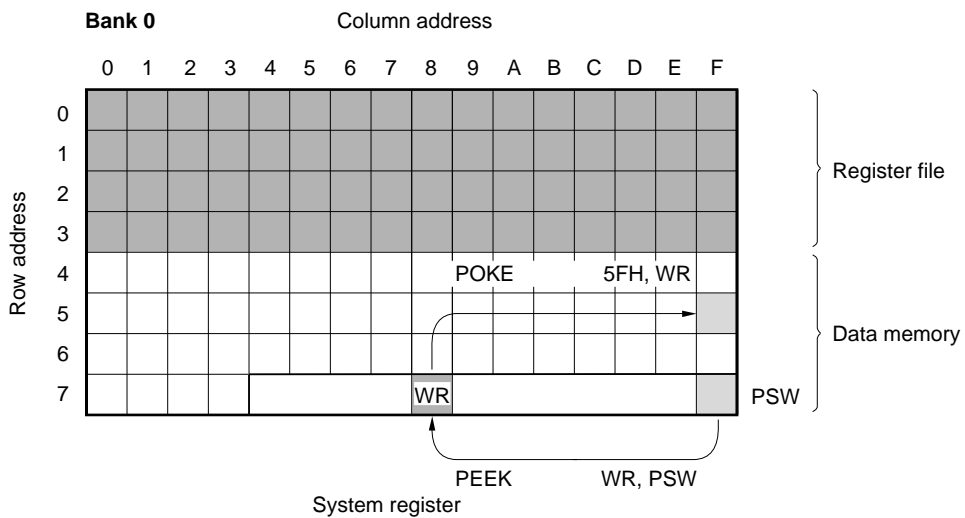


★ <4> **Caution**

It seems that the same addresses 40H through 7FH of the data memory exist at addresses 40H through 7FH of the register file as for as the program is concerned.

The PEEK and POKE instructions can access addresses 40H through 7FH in each data memory bank, in addition to the register file. For example, these instructions can be used as follows:

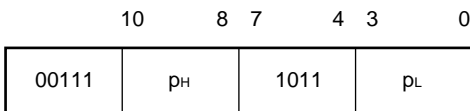
```
MEM05F  MEM  0.5FH
          PEEK  WR, PSW      ; Stores PSW (7FH) contents in system register to WR
          POKE  MEM05F, WR   ; Stores WR contents to address 5FH in data memory
```



(11) **GET DBF, p**

Get peripheral data to data buffer

<1> **OP code**



<2> **Function**

$$DBF \leftarrow (p)$$

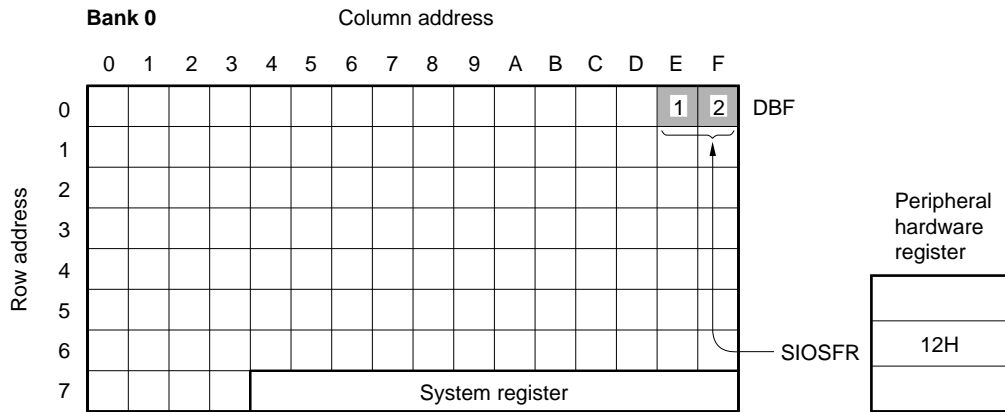
Stores the peripheral register contents to data buffer DBF.

DBF is a 16-bit area of addresses 0H through 0FH of BANK0 of the data memory regardless of the value of the bank register.

<3> **Example**

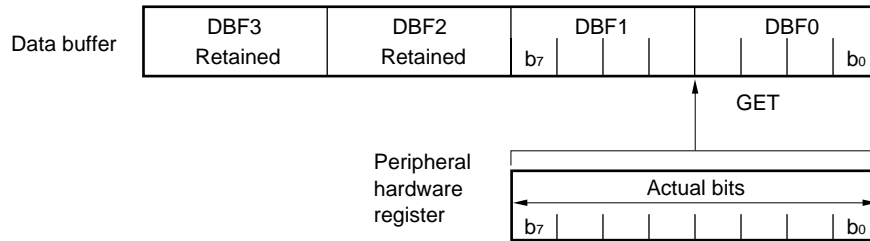
To store the 8-bit contents for shift register SIOSFR in the serial interface to data buffers DBF0 and DBF1:

```
GET      DBF, SIOSFR
```



★ <4> **Caution**

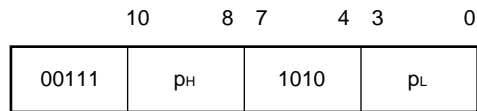
The data buffer is configured in 16 bits. However, the number of bits accessed differs depending on the peripheral hardware. For example, if the GET instruction is executed to a peripheral hardware register with a valid bit length of 8 bits, the contents of the peripheral hardware register are stored to the low-order 8 bits (DBF1, DBF0) of the data buffer DBF.



(12) **PUT p, DBF**

Put data buffer peripheral

<1> **OP code**



★ <2> **Function**

(p) ← DBF

Stores the data buffer DBF contents to peripheral hardware register.

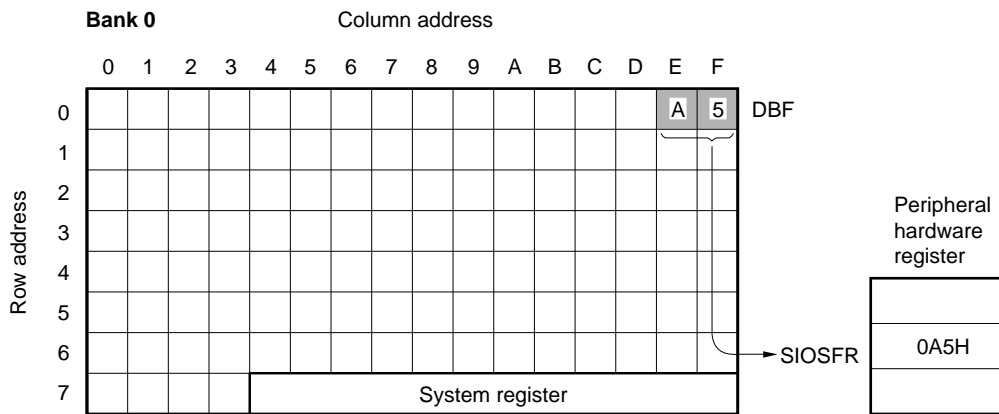
DBF is a 16-bit area of addresses 0H through 0FH of BANK0 of the data memory regardless of the value of the bank register.

<3> Example

To set 0AH and 05H to data buffers DBF1 and DBF0, respectively, and transfer them to a peripheral register, shift register (SIOSFR) for serial interface:

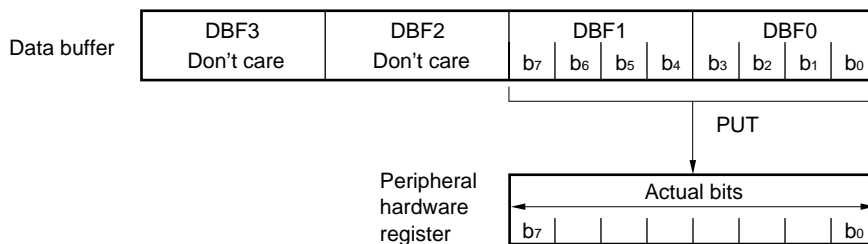
```

MOV  BANK,    #00H    ; Data memory bank 0
MOV  DBF0,    #05H
MOV  DBF1,    #0AH
PUT  SIOSFR,  DBF
    
```



★ <4> Caution

The data buffer is configured in 16 bits. However, the number of bits accessed differs depending on the peripheral hardware. For example, if the GET instruction is executed to a peripheral hardware register with a valid bit length of 8 bits, the contents of the peripheral hardware register are stored to the low-order 8 bits (DBF1, DBF0) of the data buffer DBF.

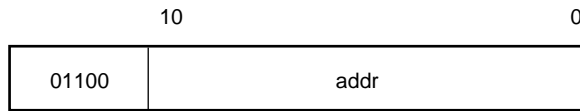


19.5.8 Branch Instructions

(1) BR addr

Branch to the address

<1> OP code



<2> Function

PC ← addr

Branches to an address specified by addr.

<3> Example

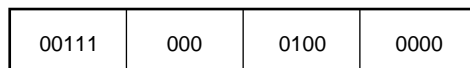
```

FLY  LAB    0FH    ; Defines FLY = 0FH
    :
    :
    BR     FLY    ; Jumps to address 0FH
    :
    :
    BR     LOOP1  ; Jumps to LOOP1
    :
    :
    BR     $ + 2  ; Jumps to an address 2 addresses lower than current address
    :
    :
    BF     $ - 3  ; Jumps to an address 3 addresses higher than current address
    :
    :
LOOP1:
    
```

(2) BR @AR

Branch to the address specified by address register

<1> OP code



<2> Function

PC ← AR

Branches to the program address, specified by address register AR.

<3> Example 1

To set 003FH in address register AR (AR0 – AR3) and jump to address 003FH by using the BR @AR instruction:

```

MOV AR3, #00H      ; AR3 ← 00H
MOV AR2, #00H      ; AR2 ← 00H
MOV AR1, #03H      ; AR1 ← 03H
MOV AR0, #0FH      ; AR0 ← 0FH
BR @AR             ; Jumps to address 003FH
    
```

★

Example 2

To change the branch destination according to the data memory address 0.10H contents, as follows:

0.10H contents		Branch destination label
00H	→	AAA
01H	→	BBB
02H	→	CCC
03H	→	DDD
04H	→	EEE
05H	→	FFF
06H	→	GGG
07H	→	HHH
08H – 0FH	→	ZZZ
; *		
; ** Jump table		
; *		
ORG	10H	
BR	AAA	
BR	BBB	
BR	CCC	
BR	DDD	
BR	EEE	
BR	FFF	
BR	GGG	
BR	HHH	
BR	ZZZ	
	:	
	:	
	:	
MEM010 MEM	0.10H	
MOV	AR3, #00H	; AR3 ← 00H Sets AR to 001XH
MOV	AR2, #00H	; AR2 ← 00H
MOV	AR1, #01H	; AR1 ← 01H
MOV	RPH, #00H	; General register bank 0
MOV	RPL, #02H	; General register row address 1
ST	AR0, MEM010	; AR0 ← 0.10H
SKLT	AR0, #08H	
MOV	AR0, #08H	; Sets 08H in AR0, if AR0 contents are greater
BR	@AR	; than 08H

<4> Caution

The number of bits, for address register AR3, AR2, AR1, and AR0, differs, depending on the microcontroller model to be used.

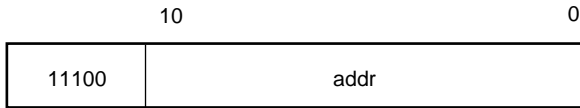
- μ PD17134A/17135A : 10 bits
- μ PD17136A/17137A/17P136A/17P137A : 11 bits

19.5.9 Subroutine Instructions

(1) CALL addr

Call subroutine

<1> OP code

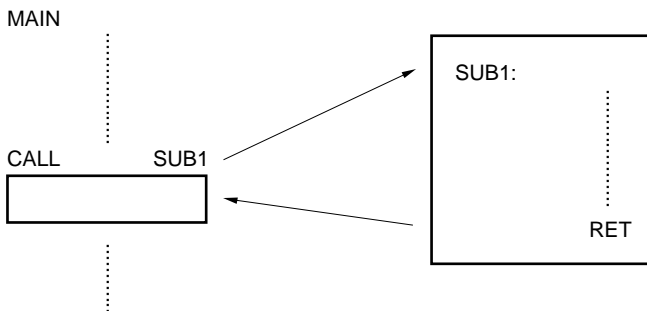


<2> Function

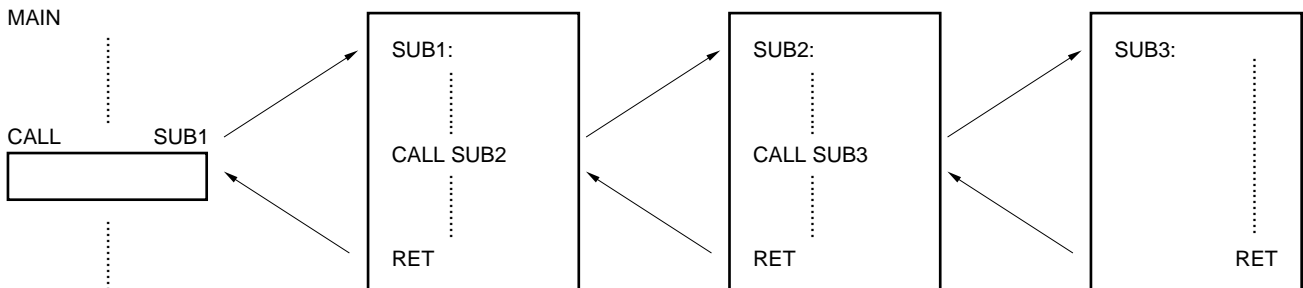
$SP \leftarrow SP - 1, ASR \leftarrow PC,$
 $PC \leftarrow addr$

★ Increments and stores the program counter PC value to stack, and branches to a subroutine specified by addr.

<3> Example 1



Example 2



(2) CALL @AR

Call subroutine specified by address register

<1> OP code

00111	000	0101	0000
-------	-----	------	------

<2> Function

$SP \leftarrow SP - 1,$
 $ASR \leftarrow PC,$
 $PC \leftarrow AR$

Saves the program counter PC value to the stack, and branches the execution to a subroutine that starts from the address specified by address register AR.

<3> Example 1

To set 0020H in address register AR (AR0–AR3) and call the subroutine at address 0020H with the CALL @AR instruction:

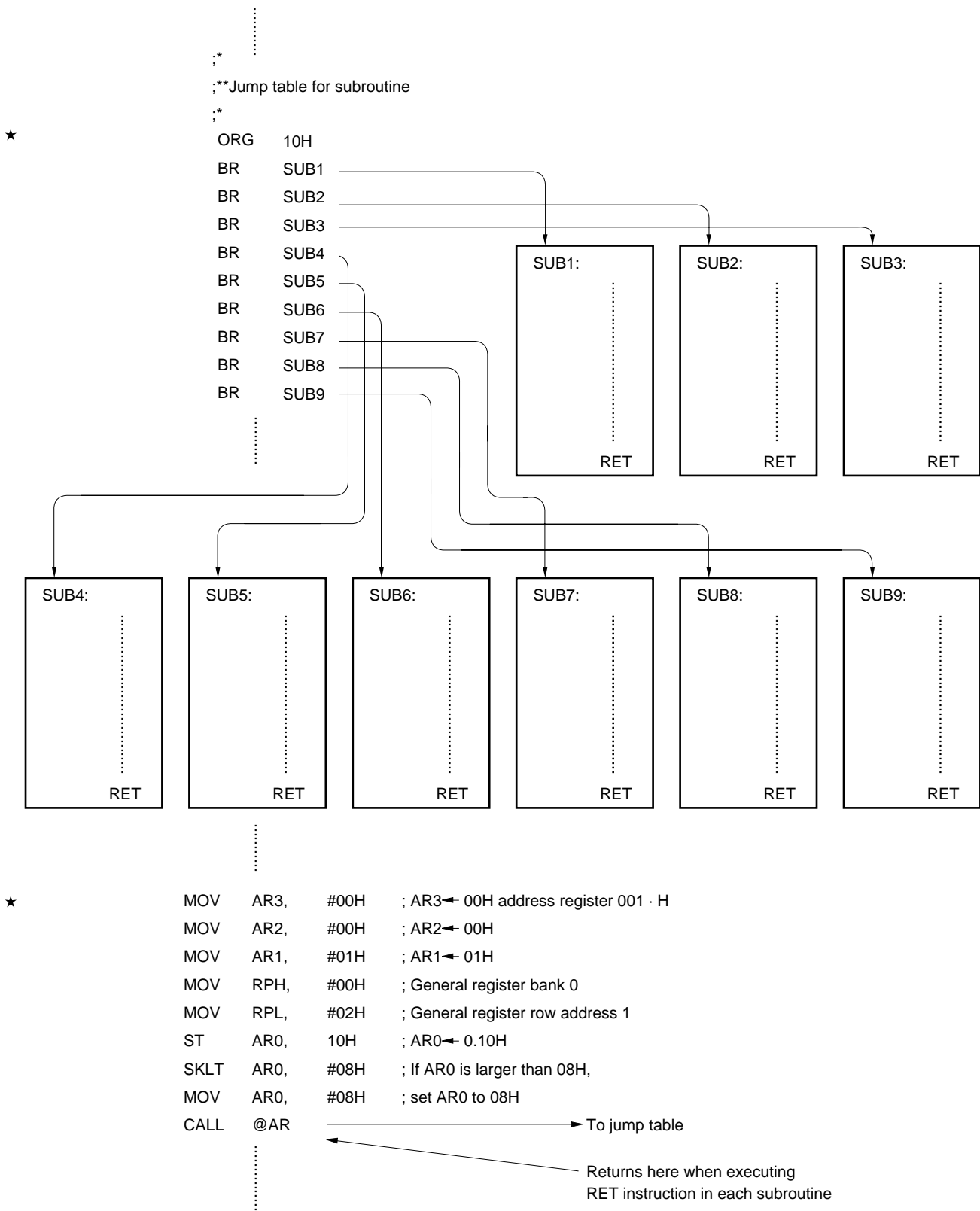
```

MOV   AR3, #00H    ; AR3 ← 00H
MOV   AR2, #00H    ; AR2 ← 00H
MOV   AR1, #02H    ; AR1 ← 02H
MOV   AR0, #00H    ; AR0 ← 00H
CALL  @AR          ; Calls subroutine at address 0020H
    
```

Example 2

To call the following subroutine by the data memory address 0.10H contents:

Contents of 0.10H		Subroutine
00H	→	SUB1
01H	→	SUB2
02H	→	SUB3
03H	→	SUB4
04H	→	SUB5
05H	→	SUB6
06H	→	SUB7
07H	→	SUB8
08H–0FH	→	SUB9



<4> Caution

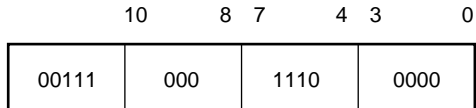
The number of bits, in address registers AR3, AR2, AR1, and AR0, differs, depending on the microcontroller model to be used.

- μ PD17134A/17135A : 10 bits
- μ PD17136A/17137A/17P136A/17P137A : 11 bits

(3) RET

Return to the main program from subroutine

<1> OP code

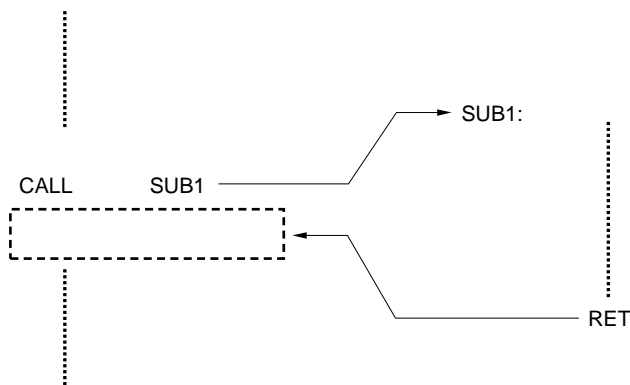


<2> Function

PC ← ASR,
 SP ← SP + 1,

Instruction to return to the main program from a subroutine.
 Restores the return address, saved to the stack by the CALL instruction, to the program counter.

<3> Example



(4) RETSK

Return to the main program then skip next instruction

<1> OP code



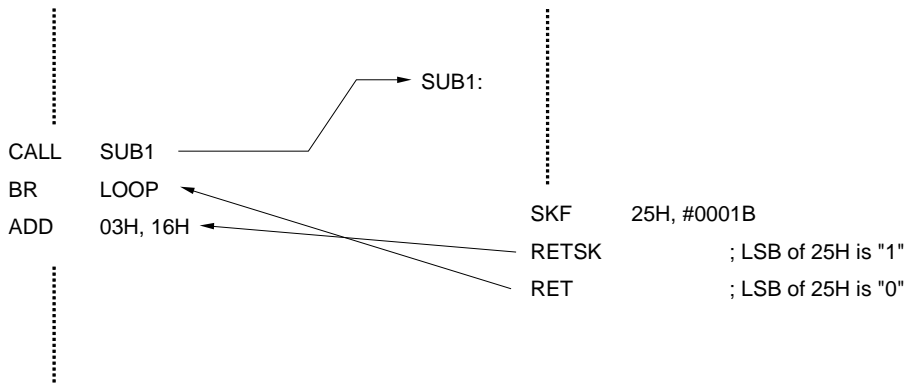
<2> Function

PC ← ASR, SP ← SP + 1 and skip

Instruction to return to the main program from a subroutine.
 Skips the instruction next to the CALL instruction (i.e., treats that instructions as an NOP instruction).
 Therefore, restores the return address, saved to the stack by the CALL instruction, to program counter PC and then increments the program counter.

<3> Example

To execute the RET instruction, if the LSB (least significant bit) content for address 25H in the data memory (RAM) is 0. The execution is returned to the instruction next to the CALL instruction. If the LSB is 1, execute the RETSK instruction. The execution is returned to the instruction following the one next to the CALL instruction (in this example, ADD 03H, 16H).



(5) RETI

Return to the main program from the interrupt service routine

<1> OP code

00111	100	1110	0000
-------	-----	------	------

★

<2> Function

PC ← ASR, INTR ← INTSK, SP ← SP + 1

Instruction to return to the main program, from an interrupt service routine.

Restores the return address, saved to the stack by a vector interrupt, to the program counter.

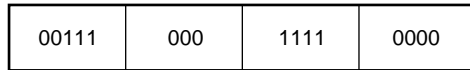
Part of the system register (BANK, PSWORD) is also returned to the status before the occurrence of the vector interrupt.

19.5.10 Interrupt Instructions

(1) EI

Enable Interrupt

<1> OP code



<2> Function

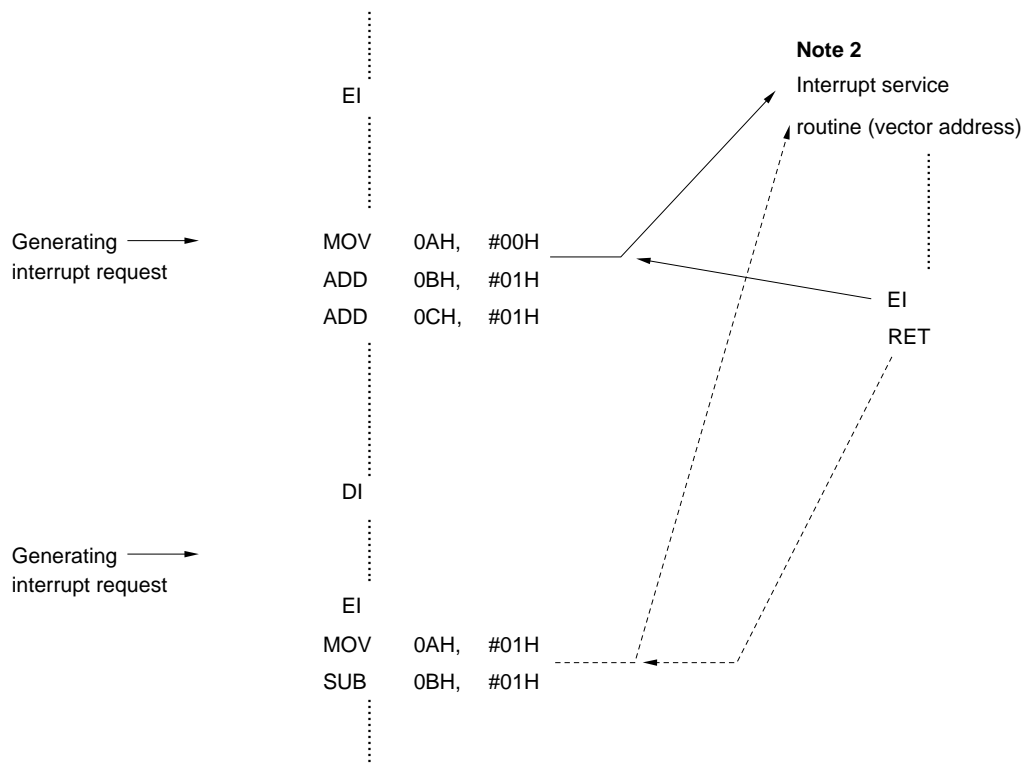
INTEF ← 1

Enables a vectored interrupt.

The interrupt is enabled after the instruction next to the EI instruction has been executed.

<3> Example 1

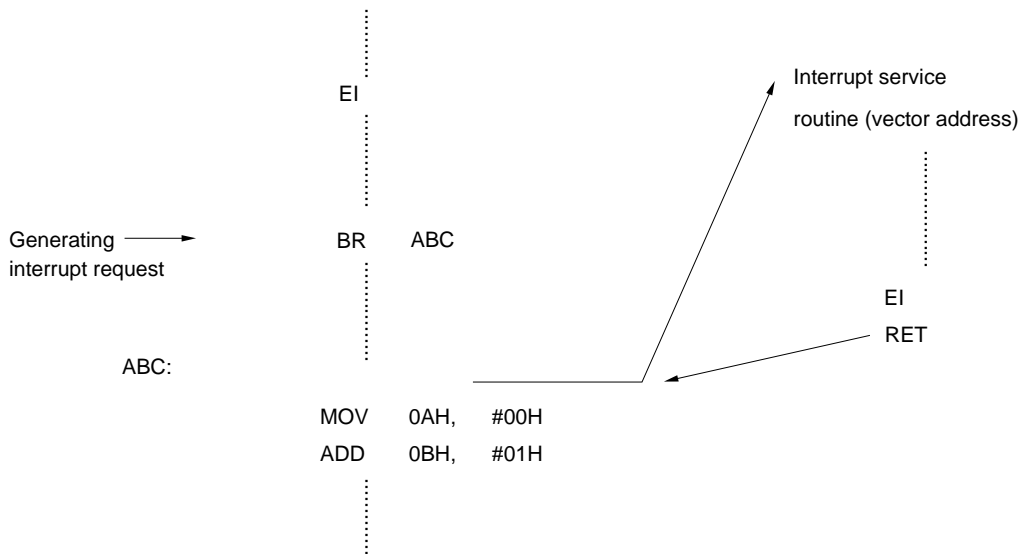
As shown in the following example, the interrupt is accepted after the instruction next to that, that has accepted the interrupt, has been completely executed (excluding an instruction that manipulates program counter). The flow then shifts to the vector address ^{Note1}.



- Notes 1.** The vector address differs, depending on the interrupt to be accepted. Refer to **Table 14-1**.
- 2.** The interrupt accepted in this example (an interrupt request is generated after the EI instruction has been executed and the execution flow shifts to an interrupt service routine) is the interrupt, whose interrupt enable flag (IP_{xxx}) is set. The program flow is not changed, without the interrupt enable flag set, even if an interrupt request is generated, after the EI instruction has been executed (therefore, the interrupt is not accepted). However, interrupt request flag (IRQ_{xxx}) is set, and the interrupt is accepted, as soon as the interrupt enable flag is set.

Example 2

An example of an interrupt, which occurs in response to an interrupt request being accepted counter PC is being executed:



(2) DI

Disable interrupt

<1> OP code

00111	001	1111	0000
-------	-----	------	------

<2> Function

INTEF ← 0

Instruction to disable a vectored interrupt.

<3> Example

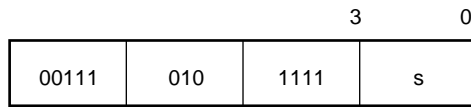
Refer to Example 1 in (1) EI.

19.5.11 Other Instructions

(1) STOP s

Stop CPU and release by condition s

<1> OP code



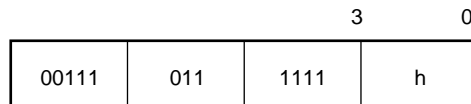
<2> Function

Stops the system clock and places the device in the STOP mode.
 In the STOP mode, the power consumption for the device is minimized.
 The condition, under which the STOP mode is to be released, is specified by operand (s).
 For the stop releasing condition (s), refer to **16.3 STOP MODE**.

(2) HALT h

Halt CPU and release by condition h

<1> OP code



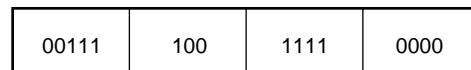
<2> Function

Places the device in the HALT mode.
 In the HALT mode, the power consumption for the device is reduced.
 The condition, under which the HALT mode is to be released, is specified by operand (h).
 For HALT releasing condition (h), refer to **16.2 HALT MODE**.

(3) NOP

No operation

<1> OP code



<2> Function

Performs nothing and consumes one machine cycle.

[MEMO]

20.1 MASK OPTION DIRECTIVE

The μ PD173134A, 17135A, 17136A, and 17137A have the following mask options.

- Internal pull-up resistor of $\overline{\text{RESET}}$ pin
- Internal pull-up resistor of P0D₃ through P0D₀ pins
- Internal pull-up resistor of P1A₃ through P1A₀ pins
- Internal pull-up resistor of P1B₀ pin

When developing a program, all the above mask options must be specified in the source program by using mask option directives.

20.1.1 Specifying Mask Option

The mask options are described in the assembler source program by using the following directives.

- OPTION and ENDOP directives
- Mask option definition directive

(1) OPTION and ENDOP directives

These directives specify the range in which the mask option is to be described (mask option definition block). Specify the mask option by describing the mask option directive in an area between the OPTION and ENDOP directives.

Description format

<u>Symbol field</u>	<u>Mnemonic field</u>	<u>Operand field</u>	<u>Comment field</u>
[label:]	OPTION		[:comment]
	⋮		
	ENDOP		

(2) Mask option definition directive**Table 20-1. Mask Option Definition Directive**

Option	Definition directive and format	Operand	Definition
Internal pull-up resistor of $\overline{\text{RESET}}$ pin	OPTRES <operand>	OPEN	None
		PULLUP	Provided
Internal pull-up resistor of P0D ₃ through P0D ₀ pins	OPTP0D <operand 1>, ..., <operand 4> ^{Note 1}	OPEN	None
		PULLUP	Provided
Internal pull-up resistor of P1A ₃ through P1A ₀ pins	OPTP1A <operand 1>, ..., <operand 4> ^{Note 2}	OPEN	None
		PULLUP	Provided
Internal pull-up resistor of P1B ₀ pin	OPTP1B <operand>	OPEN	Not used
		PULLUP	Used

Notes 1. <operand 1>, <operand 2>, <operand 3>, and <operand 4> specify the mask options of the P0D₃, P0D₂, P0D₁, and P0D₀ pins, respectively.

2. <operand 1>, <operand 2>, <operand 3>, and <operand 4> specify the mask options of the P1A₃, P1A₂, P1A₁, and P1A₀ pins, respectively.

(3) Example of describing mask option

; Example of describing mask option of μ PD17134A subseries

MASK_OPTION:

```

OPTION                ; Start of mask option definition block
OPTRES  PULLUP        ; Internal pull-up resistor is connected to  $\overline{\text{RESET}}$  pin.
OPTP0D  PULLUP, PULLUP, OPEN, OPEN ; Internal pull-up resistor is connected to P0D3 and P0D2 pins.
                                           ; P0D1 and P0D0 are open (externally pulled up).
OPTP1A  PULLUP, OPEN, PULLUP, OPEN ; P1A3 and P1A1 pins are connected to internal pull-up resistor.
                                           ; P1A2 and P1A0 pins are open (externally pulled up).
OPTP1A  PULLUP        ; P1B0 pin is connected to internal pull-up resistor.
ENDOP                ; End of mask option definition block

```

20.2 RESERVED SYMBOLS

The reserved symbols defined in the μ PD17134A, 17135A, 17136A, and 17137A device file (AS17134) are listed below.

System register (SYSREG)

Symbolic name	Attribute	Value	Read/write	Description
AR3	MEM	0.74H	R	Bits 15 to 12 of the address register
AR2	MEM	0.75H	R/W	Bits 11 to 8 of the address register
AR1	MEM	0.76H	R/W	Bits 7 to 4 of the address register
AR0	MEM	0.77H	R/W	Bits 3 to 0 of the address register
WR	MEM	0.78H	R/W	Window register
BANK	MEM	0.79H	R/W	Bank register
IXH	MEM	0.7AH	R/W	Index register high
MPH	MEM	0.7AH	R/W	Data memory row address pointer high
MPE	FLG	0.7AH.3	R/W	Memory pointer enable flag
IXM	MEM	0.7BH	R/W	Index register middle
MPL	MEM	0.7BH	R/W	Data memory row address pointer low
IXL	MEM	0.7CH	R/W	Index register low
RPH	MEM	0.7DH	R/W	General register pointer high
RPL	MEM	0.7EH	R/W	General register pointer low
PSW	MEM	0.7FH	R/W	Program status word
BCD	FLG	0.7EH.0	R/W	BCD flag
CMP	FLG	0.7FH.3	R/W	Compare flag
CY	FLG	0.7FH.2	R/W	Carry flag
Z	FLG	0.7FH.1	R/W	Zero flag
IXE	FLG	0.7FH.0	R/W	Index enable flag

Data buffer (DBF)

Symbolic name	Attribute	Value	Read/write	Description
DBF3	MEM	0.0CH	R/W	DBF bits 15 to 12
DBF2	MEM	0.0DH	R/W	DBF bits 11 to 8
DBF1	MEM	0.0EH	R/W	DBF bits 7 to 4
DBF0	MEM	0.0FH	R/W	DBF bits 3 to 0

Port register

Symbolic name	Attribute	Value	Read/write	Description
P0A3	FLG	0.70H.3	R/W	Port 0A bit 3
P0A2	FLG	0.70H.2	R/W	Port 0A bit 2
P0A1	FLG	0.70H.1	R/W	Port 0A bit 1
P0A0	FLG	0.70H.0	R/W	Port 0A bit 0
P0B3	FLG	0.71H.3	R/W	Port 0B bit 3
P0B2	FLG	0.71H.2	R/W	Port 0B bit 2
P0B1	FLG	0.71H.1	R/W	Port 0B bit 1
P0B0	FLG	0.71H.0	R/W	Port 0B bit 0
P0C3	FLG	0.72H.3	R/W	Port 0C bit 3
P0C2	FLG	0.72H.2	R/W	Port 0C bit 2
P0C1	FLG	0.72H.1	R/W	Port 0C bit 1
P0C0	FLG	0.72H.0	R/W	Port 0C bit 0
P0D3	FLG	0.73H.3	R/W	Port 0D bit 3
P0D2	FLG	0.73H.2	R/W	Port 0D bit 2
P0D1	FLG	0.73H.1	R/W	Port 0D bit 1
P0D0	FLG	0.73H.0	R/W	Port 0D bit 0
P1A3	FLG	1.70H.3	R/W	Port 1A bit 3
P1A2	FLG	1.70H.2	R/W	Port 1A bit 2
P1A1	FLG	1.70H.1	R/W	Port 1A bit 1
P1A0	FLG	1.70H.0	R/W	Port 1A bit 0
P1B0	FLG	1.71H.0	R	Port 1B bit 0

Register file (control register)

Symbolic name	Attribute	Value	Read/write	Description
SP	MEM	0.81H	R/W	Stack pointer
SIOTS	FLG	0.82H.3	R/W	SIO start flag
SIOHIZ	FLG	0.82H.2	R/W	SO pin state
SIOCK1	FLG	0.82H.1	R/W	SIO source clock selection flag bit 1
SIOCK0	FLG	0.82H.0	R/W	SIO source clock selection flag bit 0
WDTRES	FLG	0.83H.3	R/W	Watchdog timer reset flag
WDTEN	FLG	0.83H.0	R/W	Watchdog timer enable flag
TM0OSEL	FLG	0.8BH.3	R/W	Flag for switching timer 0 output and port
SIOEN	FLG	0.8BH.0	R/W	SIO enable flag
P0BGPU	FLG	0.8CH.1	R/W	P0B group pull-up selection flag (pull-up = 1)
P0AGPU	FLG	0.8CH.0	R/W	P0A group pull-up selection flag (pull-up = 1)
INT	FLG	0.8FH.0	R	INT pin status flag
PDRESEN	FLG	0.90H.0	R/W	Power-down reset enable flag
TM0EN	FLG	0.91H.3	R/W	Timer 0 enable flag
TM0RES	FLG	0.91H.2	R/W	Timer 0 reset flag
TM0CK1	FLG	0.91H.1	R/W	Timer 0 source clock selection flag bit 1
TM0CK0	FLG	0.91H.0	R/W	Timer 0 source clock selection flag bit 0
TM1EN	FLG	0.92H.3	R/W	Timer 1 enable flag
TM1RES	FLG	0.92H.2	R/W	Timer 1 reset flag
TM1CK1	FLG	0.92H.1	R/W	Timer 1 source clock selection flag bit 1
TM1CK0	FLG	0.92H.0	R/W	Timer 1 source clock selection flag bit 0
BTMISEL	FLG	0.93H.3	R/W	BTM interrupt request clock selection flag
BTMRES	FLG	0.93H.2	R/W	BTM reset flag
BTMCK1	FLG	0.93H.1	R/W	BTM source clock selection flag bit 1
BTMCK0	FLG	0.93H.0	R/W	BTM source clock selection flag bit 0
P0C3IDI	FLG	0.9BH.3	R/W	P0C ₃ input port disable flag (ADC ₃ /P0C ₃ selection)
P0C2IDI	FLG	0.9BH.2	R/W	P0C ₂ input port disable flag (ADC ₂ /P0C ₂ selection)
P0C1IDI	FLG	0.9BH.1	R/W	P0C ₁ input port disable flag (ADC ₁ /P0C ₁ selection)
P0C0IDI	FLG	0.9BH.0	R/W	P0C ₀ input port disable flag (ADC ₀ /P0C ₀ selection)
P0CBIO3	FLG	0.9CH.3	R/W	P0C ₃ input/output selection flag (1 = output port)
P0CBIO2	FLG	0.9CH.2	R/W	P0C ₂ input/output selection flag (1 = output port)
P0CBIO1	FLG	0.9CH.1	R/W	P0C ₁ input/output selection flag (1 = output port)
P0CBIO0	FLG	0.9CH.0	R/W	P0C ₀ input/output selection flag (1 = output port)
ZCROSS	FLG	0.9DH.0	R/W	Zerocross detector enable flag
IEGMD1	FLG	0.9FH.1	R/W	INT pin edge detection selection flag bit 1
IEGMD0	FLG	0.9FH.0	R/W	INT pin edge detection selection flag bit 0
ADCSTRT	FLG	0.0A0H.0	R/W	A/D converter start flag (always 0 when read)
ADCSOFT	FLG	0.0A1H.3	R/W	A/D converter software control flag (1 = single mode)
ADCCMP	FLG	0.0A1H.1	R/W	A/D converter comparison result flag (valid only in single mode)
ADCEND	FLG	0.0A1H.0	R/W	A/D converter conversion end flag

CHAPTER 20 ASSEMBLER RESERVED WORDS

Symbolic name	Attribute	Value	Read/write	Description
ADCCH3	FLG	0.0A2H.3	R/W	Dummy flag
ADCCH2	FLG	0.0A2H.2	R/W	Dummy flag
ADCCH1	FLG	0.0A2H.1	R/W	A/D converter channel selection flag bit 1
ADCCH0	FLG	0.0A2H.0	R/W	A/D converter channel selection flag bit 0
P0DBIO3	FLG	0.0ABH.3	R/W	P0D ₃ input/output selection flag (1 = output port)
P0DBIO2	FLG	0.0ABH.2	R/W	P0D ₂ input/output selection flag (1 = output port)
P0DBIO1	FLG	0.0ABH.1	R/W	P0D ₁ input/output selection flag (1 = output port)
P0DBIO0	FLG	0.0ABH.0	R/W	P0D ₀ input/output selection flag (1 = output port)
P1AGIO	FLG	0.0ACH.2	R/W	P1A group input/output selection flag (1 = all P1As are output ports.)
P0BGIO	FLG	0.0ACH.1	R/W	P0B group input/output selection flag (1 = all P0Bs are output ports.)
P0AGIO	FLG	0.0ACH.0	R/W	P0A group input/output selection flag (1 = all P0As are output ports.)
IPSIO	FLG	0.0AEH.0	R/W	SIO interrupt enable flag
IPBTM	FLG	0.0AFH.3	R/W	BTM interrupt enable flag
IPTM1	FLG	0.0AFH.2	R/W	TM1 interrupt enable flag
IPTM0	FLG	0.0AFH.1	R/W	TM0 interrupt enable flag
IP	FLG	0.0AFH.0	R/W	INT pin interrupt enable flag
IRQSIO	FLG	0.0BBH.0	R/W	SIO interrupt request flag
IRQBTM	FLG	0.0BCH.0	R/W	BTM interrupt request flag
IRQTM1	FLG	0.0BDH.0	R/W	TM1 interrupt request flag
IRQTM0	FLG	0.0BEH.0	R/W	TM0 interrupt request flag
IRQ	FLG	0.0BFH.0	R/W	INT pin interrupt request flag

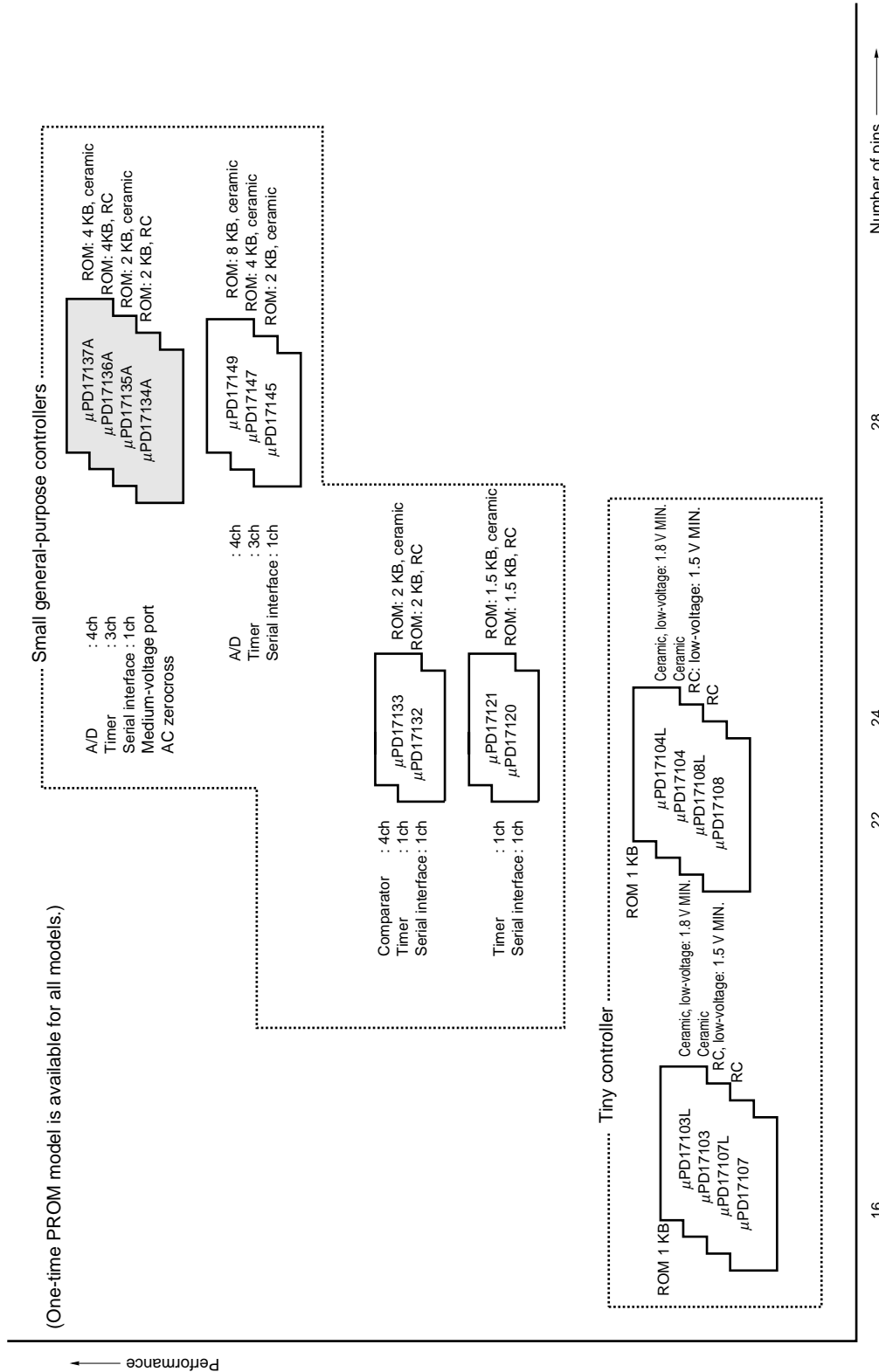
Peripheral register

Symbolic name	Attribute	Value	Read/write	Description
SIOSFR	DAT	01H	R/W	Peripheral address of the shift register
TM0M	DAT	02H	W	Peripheral address of the timer 0 modulo register
TM1M	DAT	03H	W	Peripheral address of the timer 1 modulo register
ADCR	DAT	04H	R/W	Peripheral address of A/D converter data register
TM0TM1C	DAT	45H	R	Peripheral address of timer 0 timer 1 count register
AR	DAT	40H	R/W	Peripheral address of the address register for GET, PUT, PUSH, CALL, BR, MOV _T , and INC instructions

Others

Symbolic name	Attribute	Value	Description
DBF	DAT	0FH	Fixed operand value of PUT, GET, or MOV _T instruction
IX	DAT	01H	Fixed operand value of INC instruction

APPENDIX A DEVELOPMENT OF μ PD171 $\times\times$ SUBSERIES



[MEMO]

★ **APPENDIX B COMPARISON OF FUNCTIONS BETWEEN μ PD17135A, 17137A, AND μ PD17145 SUBSERIES**

(1/2)

		μ PD17145	μ PD17147	μ PD17149	μ PD17135A	μ PD17137A
ROM		2K bytes	4K bytes	8K bytes	2K bytes	4K bytes
RAM		110 \times 4 bits			112 \times 4 bits	
Stack		Address stack \times 5 levels Interrupt stack \times 3 levels				
Instruction execution time (clock, supply voltage)		2 μ s (fx = 8 MHz, V _{DD} = 4.5 to 5.5 V) 4 μ s (fx = 4 MHz, V _{DD} = 3.6 to 5.5 V) 8 μ s (fx = 2 MHz, V _{DD} = 2.7 to 5.5 V)			2 μ s (fx = 8 MHz, V _{DD} = 4.5 to 5.5 V) 4 μ s (fx = 4 MHz, V _{DD} = 2.7 to 5.5 V)	
I/O	CMOS I/O	12 (P0A, P0B, P0C)				
	Input	2 (P0F ₀ , P0F ₁)			1 (P1B ₀)	
	Sense input	1 (INT) Can be pulled up by mask option			1 (INT)	
	N-ch open-drain I/O	8 (P0D, P0E, voltage: V _{DD}) P0D pull up: software P0E pull up: software			8 (P0D, P1A, voltage: 9 V) P0D pull up: mask option P1A pull up: mask option	
Internal pull-up resistor		100 k Ω TYP. (except P0D) 10 k Ω TYP. (P0D)			100 k Ω TYP.	
A/D converter (supply voltage)		8 bits \times 4 channels (V _{DD} = 4.0 to 5.5 V)			8 bits \times 4 channels (V _{DD} = 4.5 to 5.5 V)	
Reference voltage pin		V _{REF} (V _{REF} = 2.5 to V _{DD})			None (V _{REF} = V _{ADC} = V _{DD})	
Timer	8 bits (TM0, TM1)	2 (timer output: $\overline{\text{TM1OUT}}$) TM0 clock : fx/512 fx/64 fx/16 INT TM1 clock : fx/8192 fx/128 fx/16 TM0 count up			2 (timer output: $\overline{\text{TM0OUT}}$) TM0 clock : fx/256 fx/64 fx/16 INT TM1 clock : fx/1024 fx/512 fx/256 TM0 count up	
	Basic interval timer (BTM)	1 (multiplexed with watchdog timer) Count pulse : fx/16384 fx/4096 fx/512 fx/16			1 (multiplexed with watchdog timer) Count pulse : fx/8192 fx/4096 TM0 count up INT	
Interrupt	External	1			1 (with AC zero cross detection function)	
	Internal	4 (TM0, TM1, BTM, SIO)				
SIO		1 (clocked 3-wire)				
Output latch		Independent of P0D ₁ latch			Multiplexed with P0D ₁ latch	

APPENDIX B COMPARISON OF FUNCTIONS BETWEEN μ PD17135A, 17137A, AND μ PD17145 SUBSERIES

(2/2)

	μ PD17145	μ PD17147	μ PD17149	μ PD17135A	μ PD17137A
Standby function	HALT, STOP (with input pin RLS for releasing)			HALT, STOP	
Oscillation stabilization wait time	128 \times 256 counts			512 \times 256 counts	
POC function	Mask option			Internal	
Package	28-pin plastic SDIP (400 mil) 28-pin plastic SOP (375 mil)				
One-time PROM	μ PD17P149			μ PD17P137A	

Caution The μ PD17145 subseries is not pin-compatible with the μ PD17135A and 17137A. The μ PD17145 subseries has no model equivalent to the μ PD17134A and 17136A (RC oscillation type). For the electrical characteristics, refer to the Data Sheet of each model.

Remark fx: system clock oscillation frequency

APPENDIX C DEVELOPMENT TOOLS

The following support tools are available for developing programs for the μ PD17134A subseries.

Hardware

Name	Outline
In-circuit emulator [IE-17K IE-17K-ET ^{Note1} EMU-17K ^{Note2}]	<p>These are in-circuit emulators that can be commonly used with microcontrollers in 17K series. IE-17K and IE-17K-ET are connected to a host machine, NEC PC-9800 series or IBM PC/AT™, through RS-232-C. EMU-17K is mounted in expansion slot of NEC PC-9800 series that serves as host machine.</p> <p>When these in-circuit emulators are used in combination with the evaluation board (SE board) dedicated to each model of microcontroller, they operate as emulators corresponding to microcontroller. When these in-circuit emulators are used with man-machine interface software <i>SIMPLEHOST</i>™, a more sophisticated debugging environment can be created.</p> <p>EMU-17K also has a function that allows you to monitor data memory contents real-time.</p>
SE board (SE-17134)	SE-17134 is an SE board for μ PD17134A subseries series. It can be used alone for system evaluation or in combination with an in-circuit emulator for debugging.
Emulation probe (EP-17K28CT)	EP-17K28CT is an emulation probe for 17K series 28-pin shrink DIP (400 mil) and connects SE board and target system.
Emulation probe (EP-17K28GT)	EP-17K28GT is an emulation probe for 17K series 28-pin SOP (375 mil) and connects SE board and target system by being used with EV-9500GT-28 ^{Note3} .
Conversion adapter (EV-9500GT-28 ^{Note3})	EV-9500GT-28 is an adapter for 28-pin SOP (375 mil) and is used to connect EP-17K28GT to target system.
PROM programmer [AF-9703 ^{Note4} AF-9704 ^{Note4} AF-9705 ^{Note4} AF-9706 ^{Note4}]	AF-9703, AF-9704, AF-9705, and AF-9706 are PROM programmers corresponding to μ PD17P136A and 17P137A. When connected with program adapter AF-9808F, these programmers can be used to program μ PD17P136A and 17P137A.
Programmer adapter (AF-9808F ^{Note4})	AF-9808F is an adapter for programming μ PD17P136A and 17P137A, and is used in combination with AF-9703, AF-9704 or AF-9706.

- Notes**
1. Low-price model: external power supply type
 2. This is a program of IC Corp. For details, consult IC.
 3. Two EV-9500GT-28 are supplied as accessories with the EP-17K28GT. Five EV-9500GT-28's are optionally available as a set.
 4. Manufactured by Ando Electric. For details, consult Ando Electric.

APPENDIX C DEVELOPMENT TOOLS

Software

Name	Description	Host machine	OS		Distribution media	Part number
17K series assembler (AS17K)	AS17K is an assembler applicable to the 17K series. In developing μ PD17134A, 17135A, 17136A, and 17137A programs, AS17K is used in combination with a device file (AS17134).	PC-9800 series	MS-DOS™		5-inch, 2HD	μ S5A10AS17K
					3.5-inch, 2HD	μ S5A13AS17K
		IBM PC/AT	PC DOS™	5-inch, 2HC	μ S7B10AS17K	
Device file (AS17134)	AS17134 is a device file for the μ PD17134A, 17135A, 17136A, and 17137A. It is used together with the assembler (AS17K) which is applicable to the 17K series.	PC-9800 series	MS-DOS		5-inch, 2HD	μ S5A10AS17134
					3.5-inch, 2HD	μ S5A13AS17134
		IBM PC/AT	PC DOS	5-inch, 2HC	μ S7B10AS17134	
Support software (SIMPLEHOST)	SIMPLEHOST, running on the Windows™, provides man-machine-interface in developing programs by using a personal computer and the in-circuit emulator.	PC-9800 series	MS-DOS	Windows	5-inch, 2HD	μ S5A10IE17K
					3.5-inch, 2HD	μ S5A13IE17K
		IBM PC/AT	PC DOS		5-inch, 2HC	μ S7B10IE17K

Remark The supported OS versions are as follows:

OS	Version
MS-DOS	Ver. 3.30 to Ver. 5.00A ^{Note}
PC DOS	Ver. 3.1 to Ver. 5.0 ^{Note}
Windows	Ver. 3.0 to Ver. 3.1

Note Although MS-DOS Ver. 5.00/5.00A and PC DOS Ver. 5.0 have a task swap function, this function cannot be used with this software.

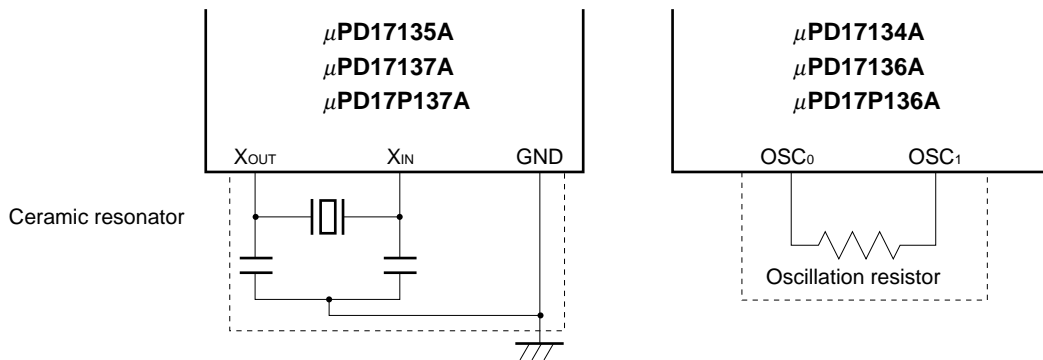
★

APPENDIX D NOTES ON CONFIGURATION OF SYSTEM CLOCK OSCILLATION CIRCUIT

The system clock oscillation circuit oscillates by using a ceramic resonator connected across the X1 and X2 pins or an oscillation resistor connected across the OSC₁ and OSC₀ pins.

Figure D-2 shows the external circuits of the system clock oscillation circuit.

Figure D-1. External Circuit of System Clock Oscillation Circuit



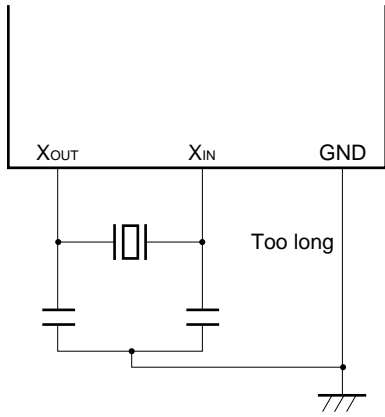
Caution Wire the system clock oscillation circuit so that the resistance component and inductance component of the ground wiring can be minimized. Wire the portion enclosed in the dotted line in Figure D-1 as follows to prevent influence of wiring capacitance.

- Keep the wiring length as short as possible.
- Do not cross the wiring with the other signal lines. Keep a distance between the wiring and a line through which a high alternating current flows.
- Always keep the ground point of the capacitor of the oscillation circuit at the same potential as V_{SS}. Do not ground the wiring to a ground pattern through which a high current flows.
- Do not extract signals from the oscillation circuit.

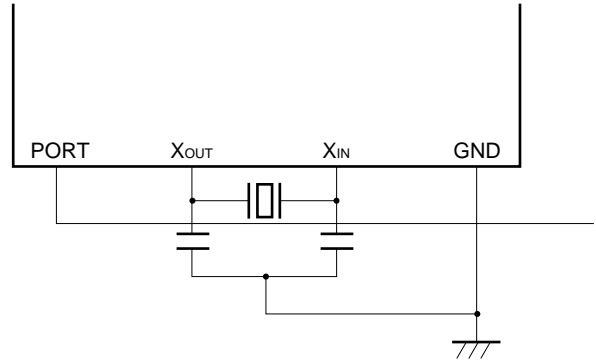
Figure D-2 shows an examples of incorrect oscillation circuits.

Figure D-2. Example of Incorrect Oscillation Circuits

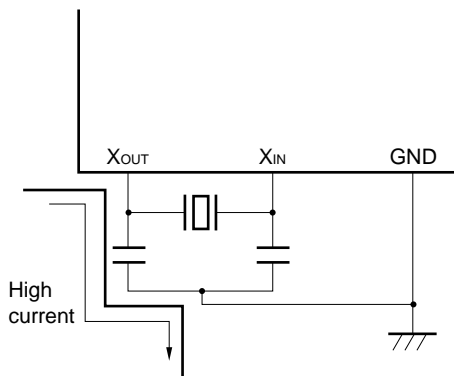
(a) Wiring length of circuit is too long.



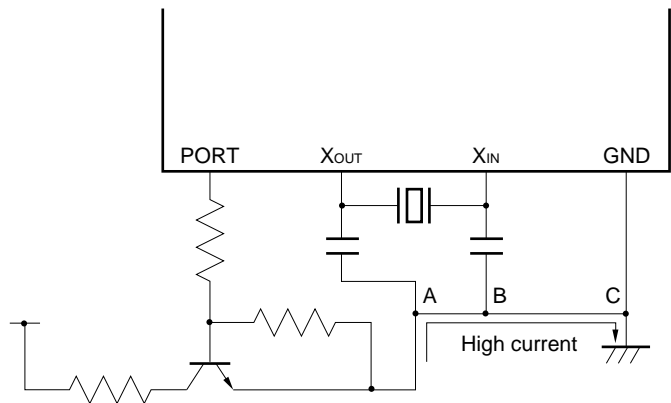
(b) Crossed signal lines



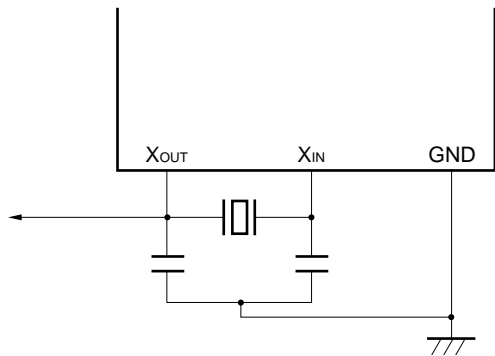
(c) Signal line close to high alternating current



(d) Current flowing through ground line of oscillation circuit (potential at points A and B changes in respect to point C)



(e) Signal is extracted



APPENDIX E INSTRUCTION LIST

E.1 INSTRUCTION LIST (by function)

[Addition Instructions]

ADD r, m ... 198
ADD m, #n4 ... 201
ADDC r, m ... 203
ADDC m, #n4 ... 205
INC AR ... 206
INC IX ... 208

[Subtraction Instructions]

SUB r, m ... 209
SUB m, #n4 ... 211
SUBC r, m ... 212
SUBC m, #n4 ... 214

[Logical Operation Instructions]

OR r, m ... 216
OR m, #n4 ... 216
AND r, m ... 217
AND m, #n4 ... 218
XOR r, m ... 219
XOR m, #n4 ... 220

[Judgment Instructions]

SKT m, #n ... 221
SKF m, #n ... 223

[Comparison Instructions]

SKE m, #n4 ... 223
SKNE m, #n4 ... 223
SKGE m, #n4 ... 224
SKLT m, #n4 ... 224

[Rotation Instructions]

RORC r ... 226

[Transfer Instructions]

LD r, m ... 227
ST m, r ... 228
MOV @r, m ... 231
MOV m, @r ... 231
MOV m, #n4 ... 233
MOVT DBF, @AR ... 234
PUSH AR ... 235
POP AR ... 237
PEEK WR, rf ... 238
POKE rf, WR ... 239
GET DBF, p ... 240
PUT p, DBF ... 241

[Branch Instructions]

BR addr ... 243
BR @AR ... 243

[Subroutine Instructions]

CALL addr ... 246
CALL @AR ... 247
RET ... 249
RETSK ... 249
RETI ... 250

[Interrupt Instructions]

EI ... 251
DI ... 252

[Other Instructions]

STOP s ... 253
HALT h ... 253
NOP ... 253

E.2 IINSTRUCTION LIST (alphabetical order)

[A]

ADD m, #n4 ... 201
 ADD r, m ... 198
 ADDC m, #n4 ... 205
 ADDC r, m ... 203
 AND m, #n4 ... 218
 AND r, m ... 217

[B]

BR addr ... 243
 BR @AR ... 243

[C]

CALL addr ... 246
 CALL @AR ... 247

[D]

DI ... 252

[E]

EI ... 251

[G]

GET DBF, p ... 240

[H]

HALT h ... 253

[I]

INC AR ... 206
 INC IX ... 208

[L]

LD r, m ... 227

[M]

MOV m, #n4 ... 233
 MOV m, @r ... 231
 MOV @r, m ... 231
 MOVT DBF, @AR ... 234

[N]

NOP ... 253

[O]

OR m, #n4 ... 216
 OR r, m ... 216

[P]

PEEK WR, rf ... 238
 POKE rf, WR ... 239
 POP AR ... 237
 PUSH AR ... 235
 PUT p, DBF ... 241

[R]

RET ... 249
 RETI ... 250
 RETSK ... 249
 RORC r ... 226

[S]

SKE m, #n4 ... 223
 SKF m, #n ... 221
 SKGE m, #n4 ... 224
 SKLT m, #n4 ... 224
 SKNE m, #n4 ... 223
 SKT m, #n ... 221
 ST m, r ... 228
 STOP s ... 253
 SUB m, #n4 ... 211
 SUB r, m ... 209
 SUBC m, #n4 ... 214
 SUBC r, m ... 212

[x]

XOR m, #n4 ... 220
 XOR r, m ... 219

APPENDIX F ORDERING MASK ROM

After developing the program, place an order for the mask ROM version, according to the following procedure:

(1) Make reservation when ordering mask ROM.

Advise NEC of the schedule for placing an order for the mask ROM. If NEC is not informed in advance, on-time delivery may not be possible.

(2) Create ordering medium.

Use UV-EPROM to place an order for the mask ROM.

Add /PROM as an assemble option of the Assembler (AS17K), and create a mask ROM ordering HEX file (with extender for .PRO).

Next, write the mask ROM ordering HEX file into the UV-EPROM.

Create three UV-EPROMs with the same contents.

(3) Prepare necessary documents.

Fill out the following forms to place an order for the mask ROM:

- Mask ROM ordering sheet
- Mask ROM ordering check sheet

(4) Ordering

Submit the media created in (2) and documents prepared in (3) to NEC by the specified date.

Caution For details, refer to information document ROM Code Ordering Procedure (IEM-1366).

[MEMO]

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